

Hikaru no Go



SHONENJUMP MANGA

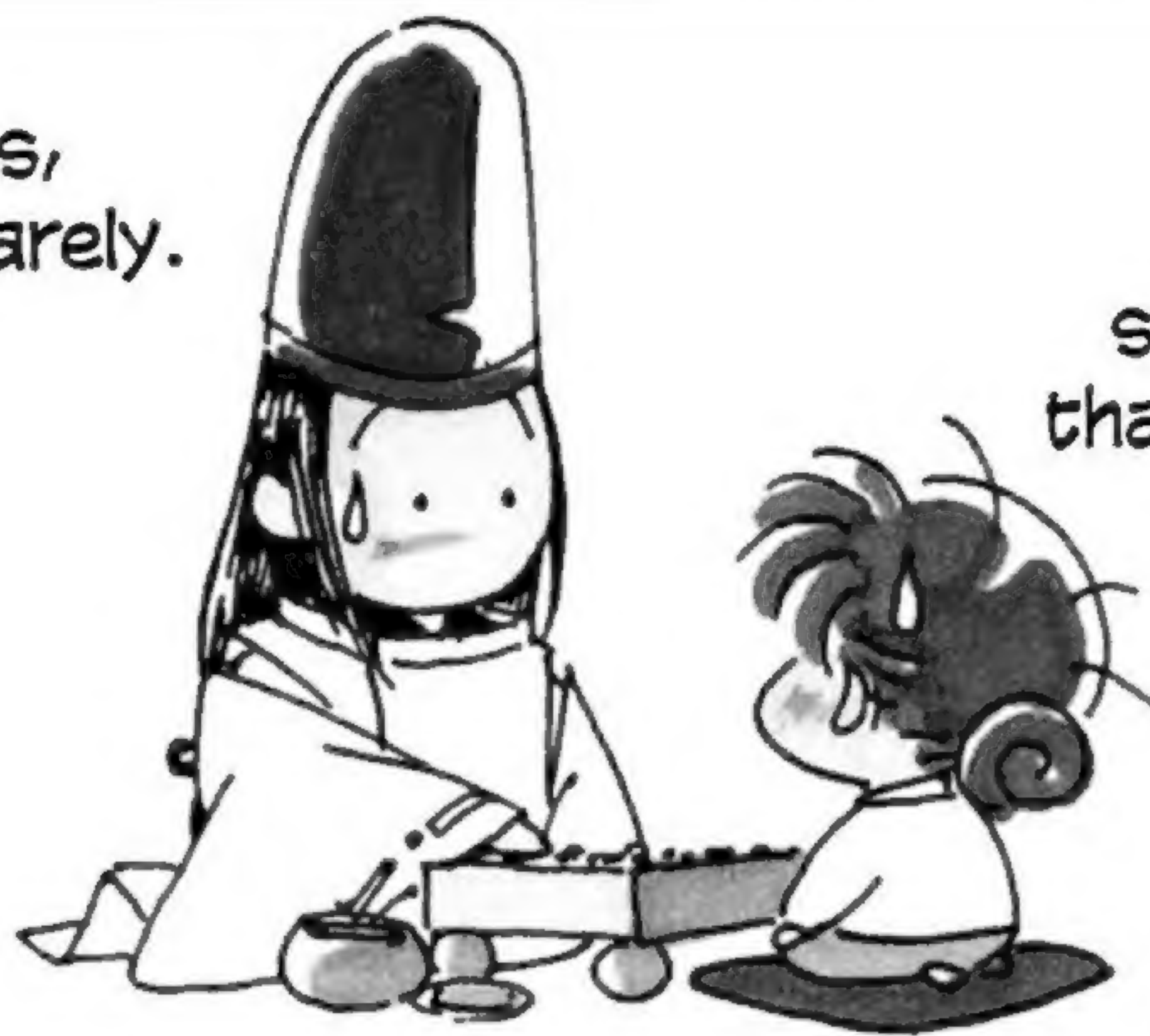
Story by **Yumi Hotta** Art by **Takeshi Obata**
Supervised by **Yukari Umezawa (5 Dan)**

volume

11

Yes,
but barely.

Am I
stronger
than Akari?



Yumi Hotta

With this volume, *Hikaru no Go* will have been serialized for a full two years. Yet I still struggle to come up with ideas for the story. So nothing's really changed from how things were when we first began. And during those times I still mutter the same thing under my breath—"It's okay, Obata Sensei will come up with something!"

—Yumi Hotta

It all began when Yumi Hotta played a pick-up game of go with her father-in-law. As she was learning how to play, Ms. Hotta thought it might be fun to create a story around the traditional board game. More confident in her storytelling abilities than her drawing skills, she submitted the beginnings of **Hikaru no Go** to **Weekly Shonen Jump's** Story King Award. The Story King Award is an award that picks the best story, manga, character design and youth (under 15) manga submissions every year in Japan. As fate would have it, Ms. Hotta's story (originally named, "**Kokonotsu no Hoshi**"), was a runner-up in the "Story" category of the Story King Award. Many years earlier, Takeshi Obata was a runner-up for the Tezuka Award, another Japanese manga contest sponsored by **Weekly Shonen Jump** and **Monthly Shonen Jump**. An editor assigned to Mr. Obata's artwork came upon Ms. Hotta's story and paired the two for a full-fledged manga about go. The rest is modern go history.

HIKARU NO GO VOL. 11
SHONEN JUMP Manga Edition

This manga contains material that was originally published in English from
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slightly altered from that presented here.

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Hikaru no

11

A FIERCE BATTLE

STORY BY **YUMI HOTTA** ART BY **TAKESHI OBATA**

Supervised by
YUKARI UMEZAWA
(5 Dan)

Hikaru Shindo



Fujiwara-no-Sai



● I n t r o d u c t i o n s ●
C h a r a c t e r s



Kosuke Ochi



Akira Toya



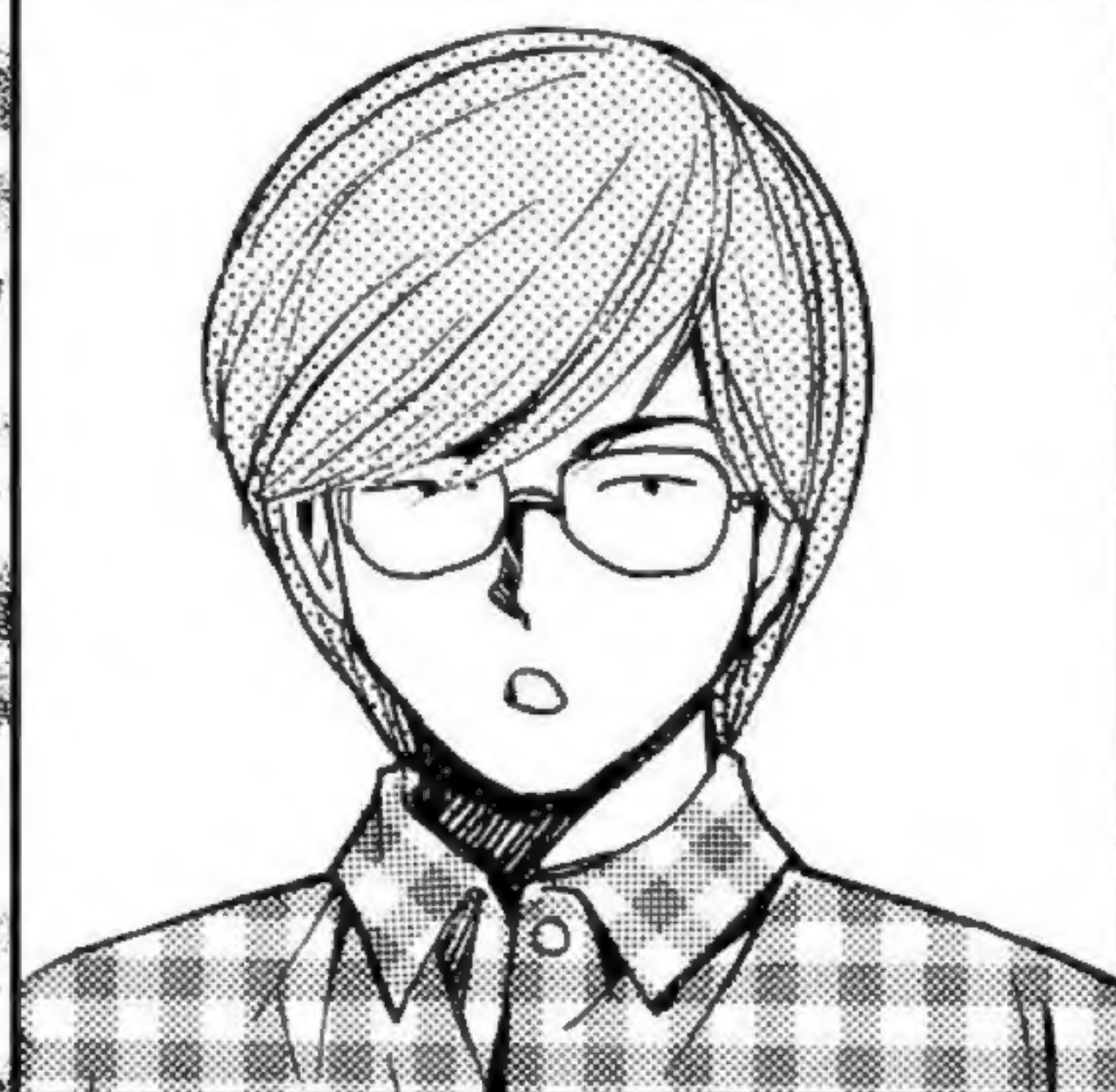
Ochi's grandfather



Yoshitaka Waya



Yuta "Fuku" Fukui



Ryo Iijima



Asumi Nase



Toshinori Honda



Morishita 7 Dan



Shinichiro Isumi

Story Thus Far

Hikaru Shindo discovers an old go board one day up in his grandfather's attic. The moment Hikaru touches the board, the spirit of Fujiwara-no-Sai, a genius go player from Japan's Heian Era, enters his consciousness. Sai's love of the game inspires Hikaru, as does a meeting with the child prodigy Akira Toya—son of go master Toya Meijin. With his interest in go awakened, Hikaru now dreams of becoming a professional player.

After the preliminary rounds of the pro test, Hikaru visits several go salons and gains even more skill and experience. Now come the main rounds—out of 27 rounds only the top three players will move on to join the pros. Hikaru takes a loss in game 10, but manages to keep up with top players Ochi, Isumi and Waya. In game 12, Hikaru faces Isumi, who is undefeated up to this point, but a misplaced stone forces Isumi to resign. The incident throws both players off for a few rounds. By game 21, Ochi has one loss, Waya has two, both Isumi and Hikaru have three, and Honda has four. For the rest of the pro test, Ochi studies under Akira Toya to prepare for his final game with Hikaru. Ochi is shocked to learn the extent of Hikaru's strength before he became an insei when Akira shows him a game he lost to Hikaru two years ago.

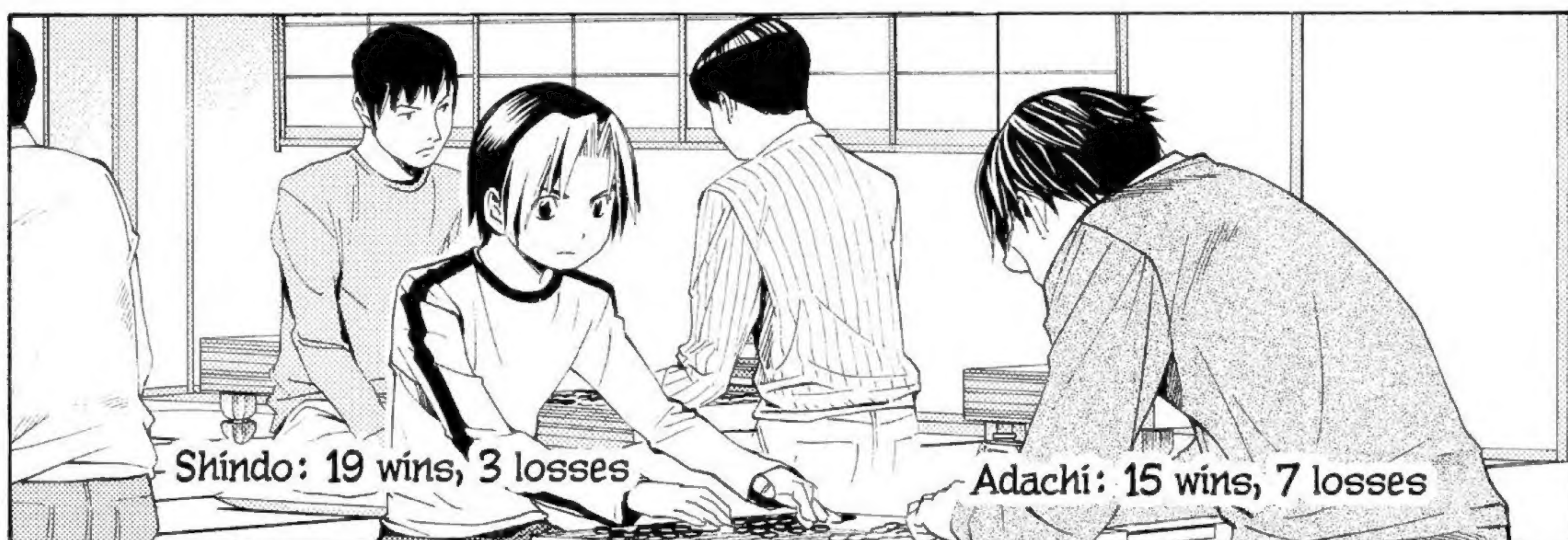
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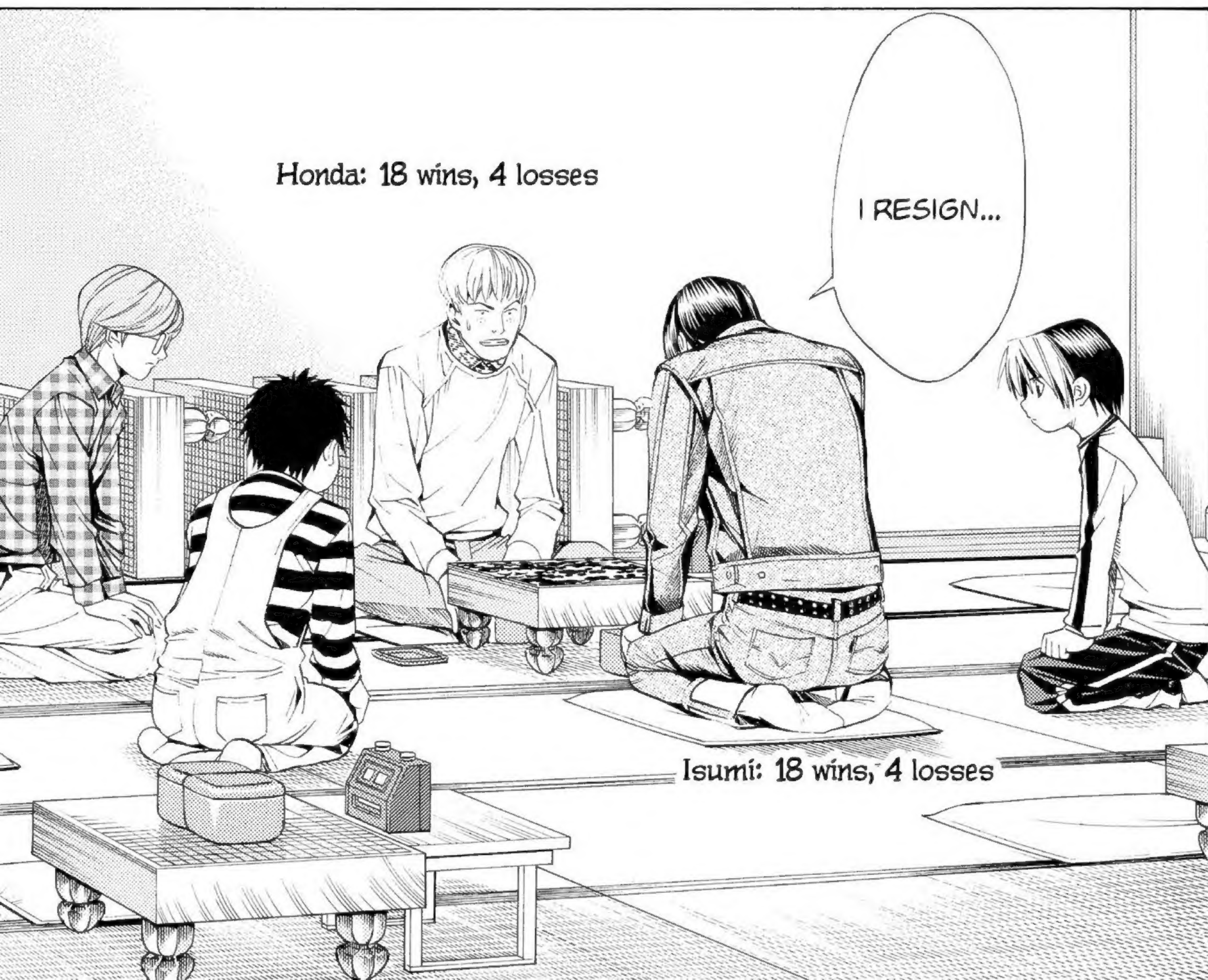
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Game 88 "First to Make the Grade"







◀ READ
THIS
WAY ▶

THERE'S
A GOOD
CHANCE
I'LL BE IN
IT
BECAUSE
OF MY
THREE
LOSSES.

A
PLAYOFF
...

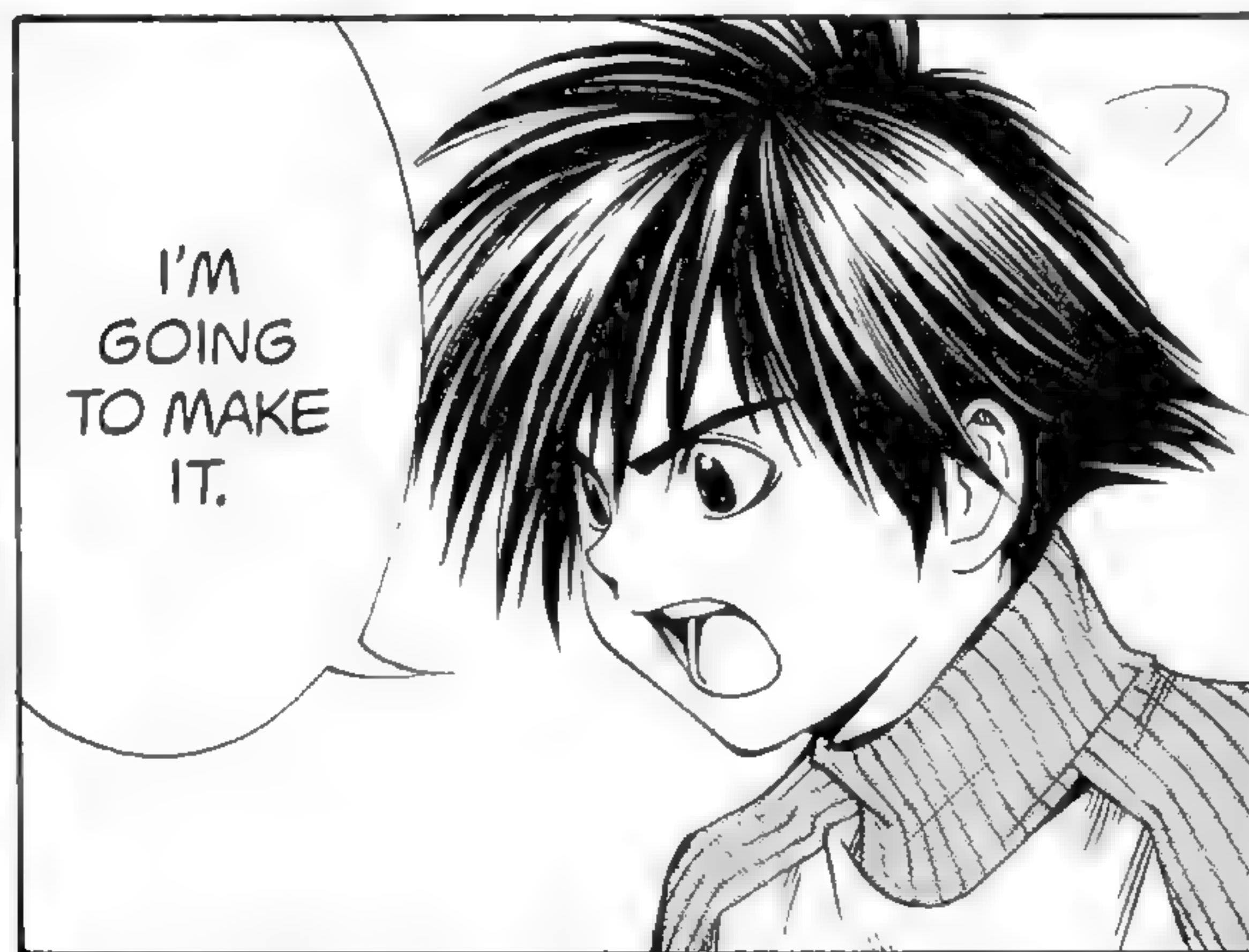


IT
COST
ISUMI
EIGHT
POINTS.

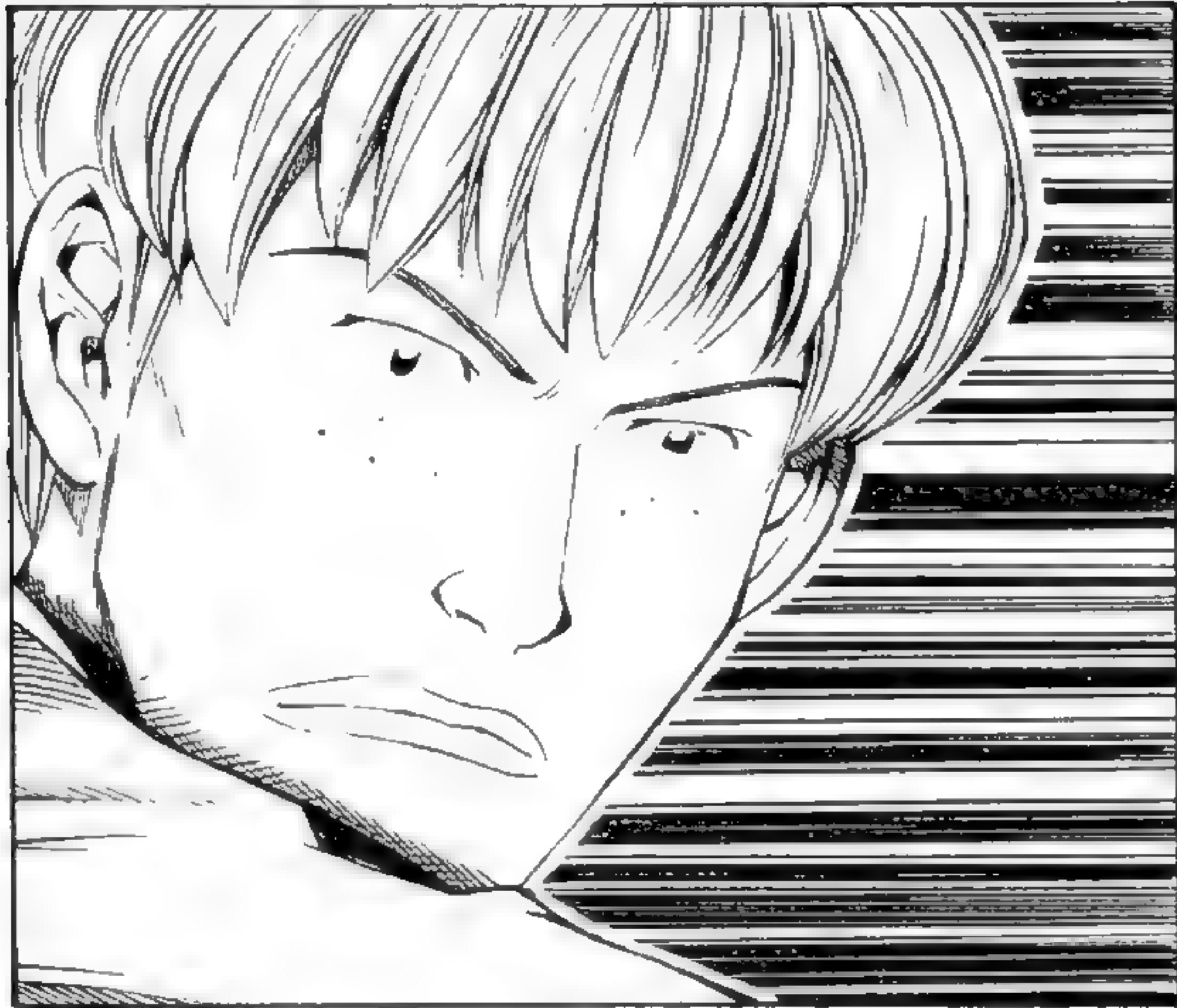
I THOUGHT
HE WENT IN
TOO DEEP, BUT
IT WAS A GOOD
MOVE. THERE
WAS NO GOOD
WAY TO
RESPOND
TO IT.

SKOOT

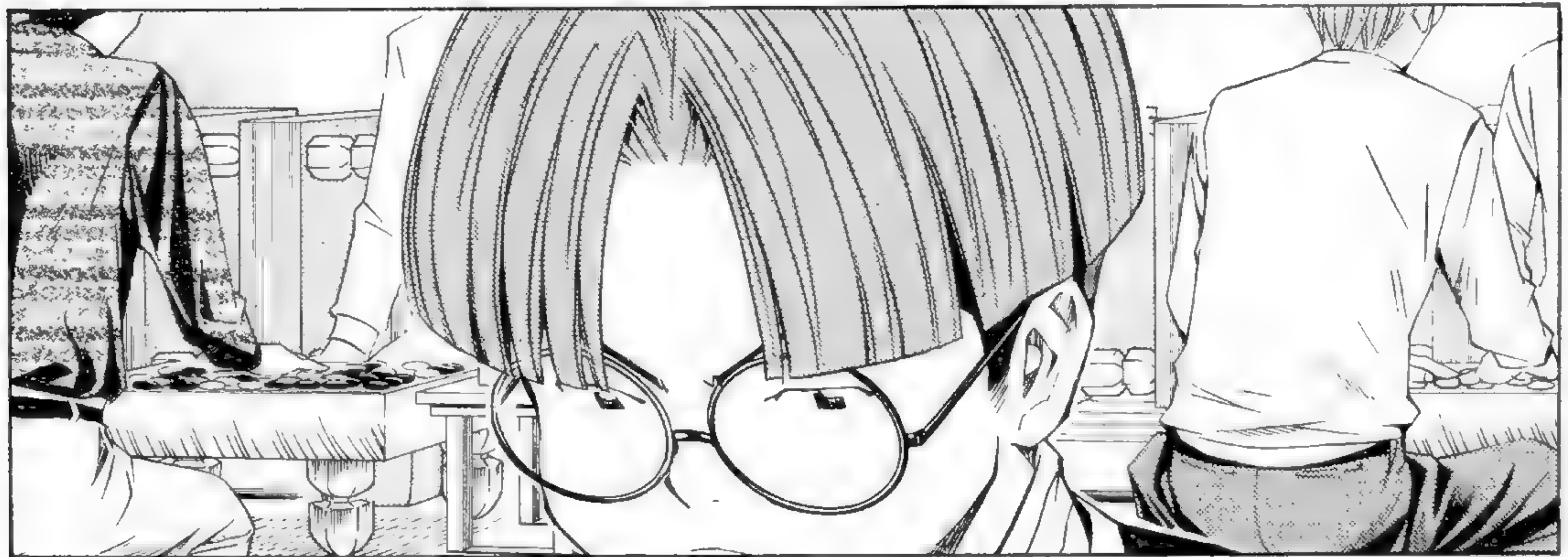








GAME
25...





BUT
YOU'VE
ALREADY
BEATEN
HIM IN
PRACTICE
GAMES.

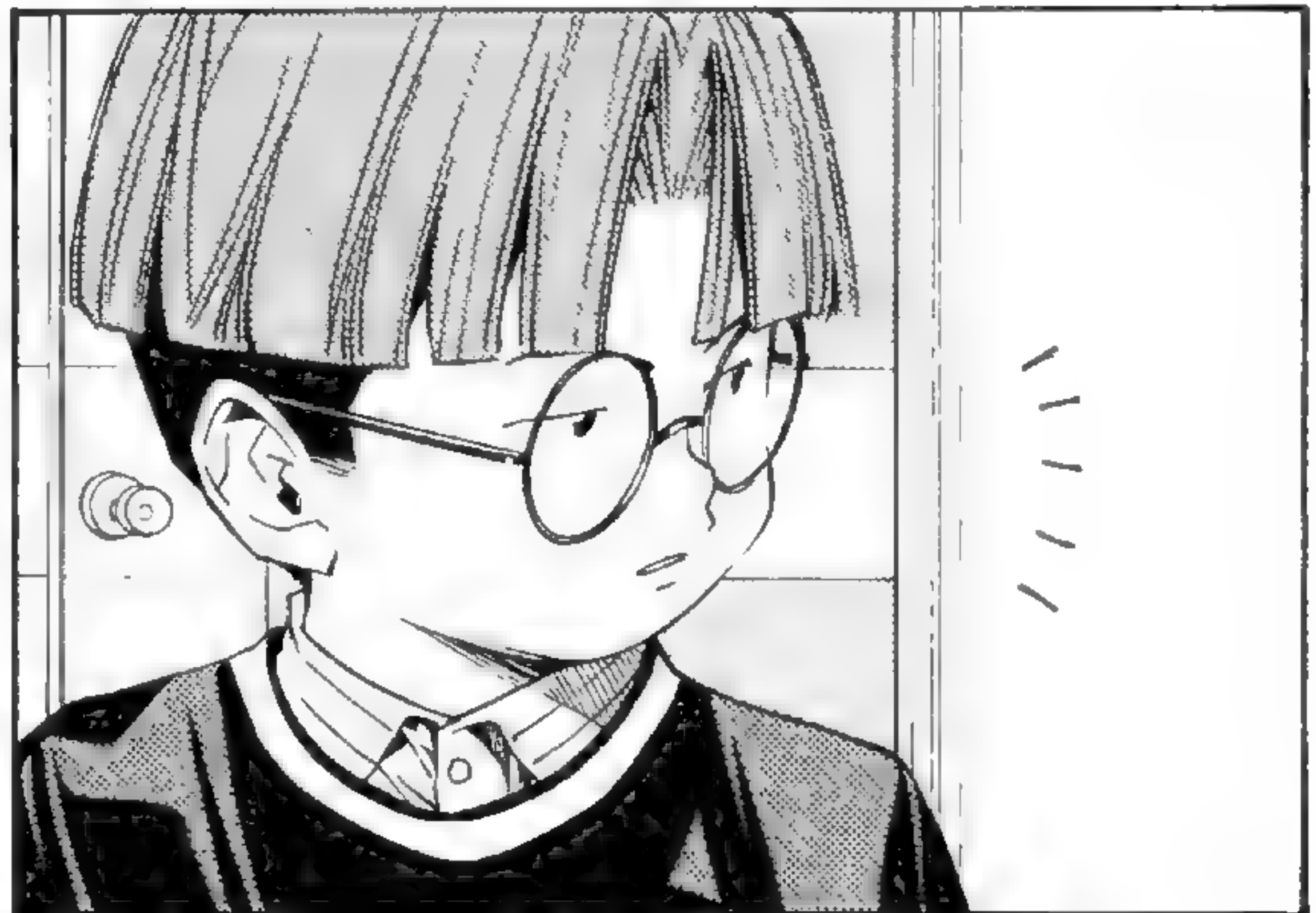
SHINDO?!

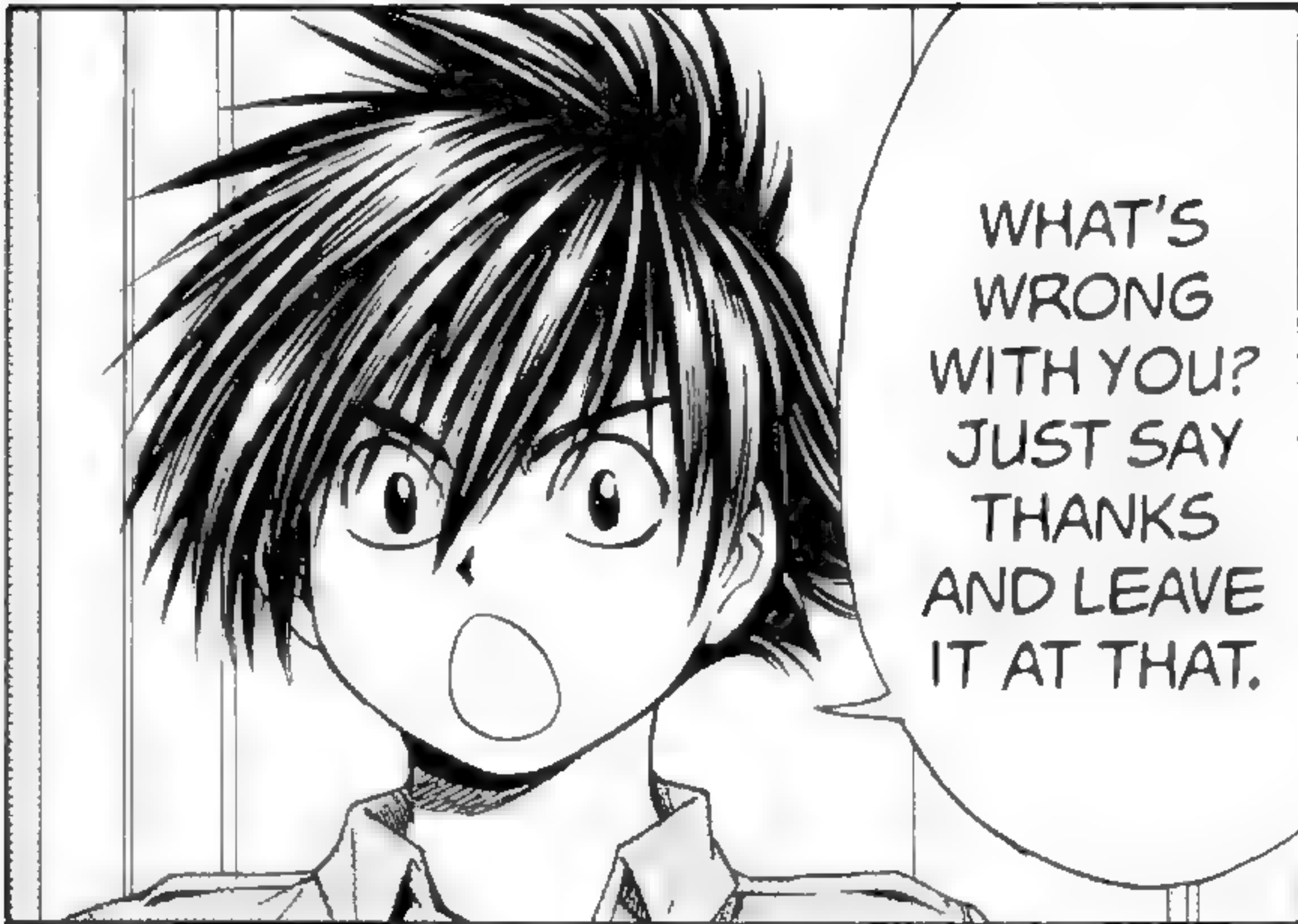
BEATING
SHINDO.

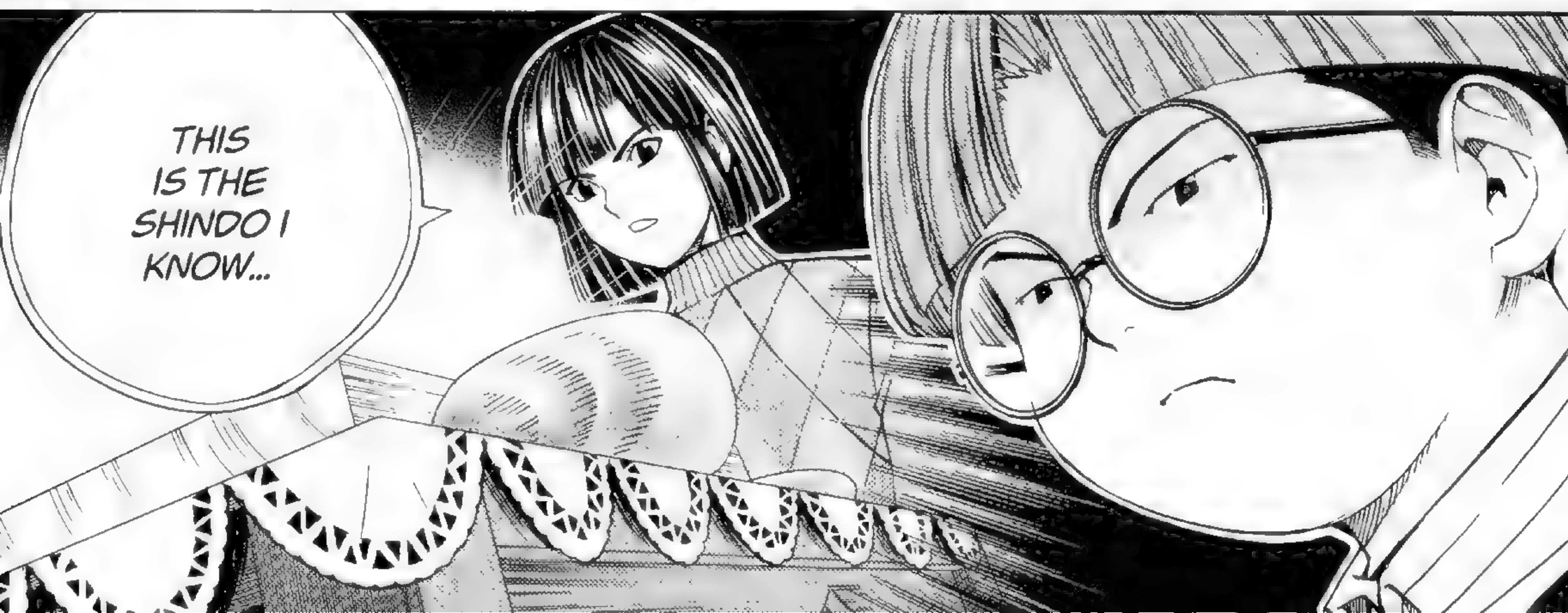
UH,
YES?

EXCUSE
ME,
SENSEI...

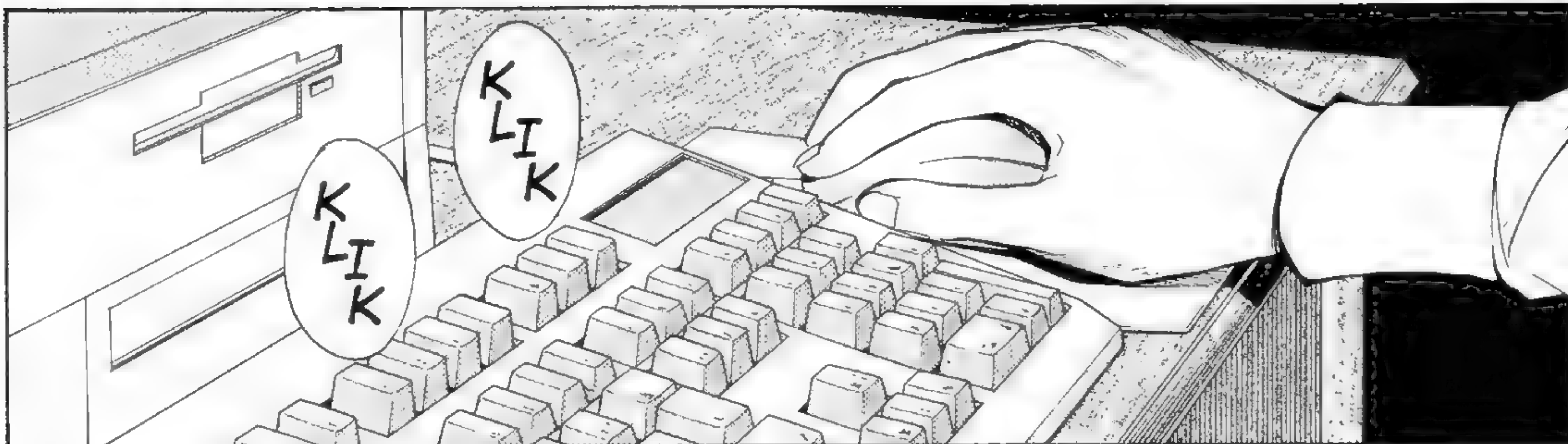
CONGRATULATIONS.







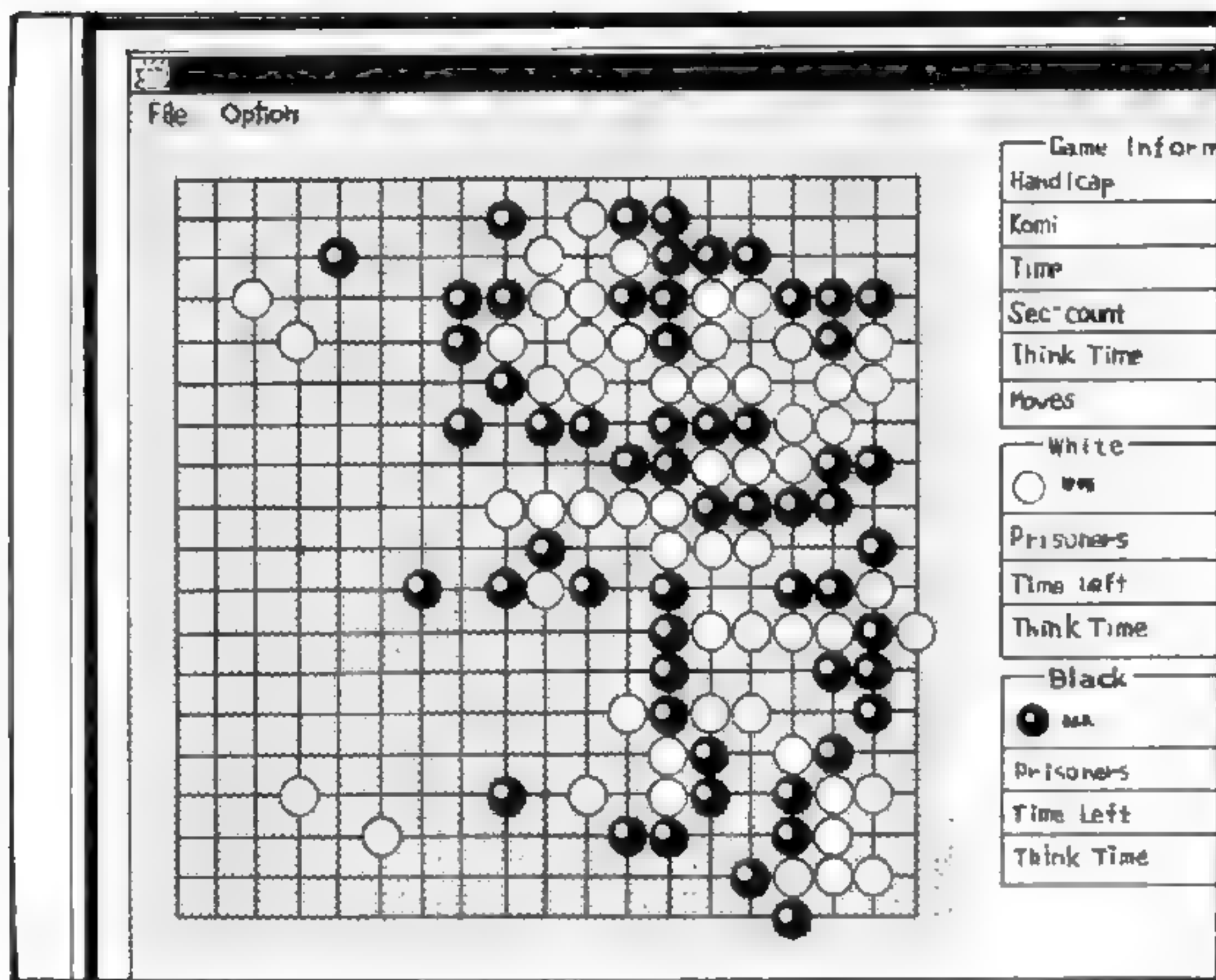


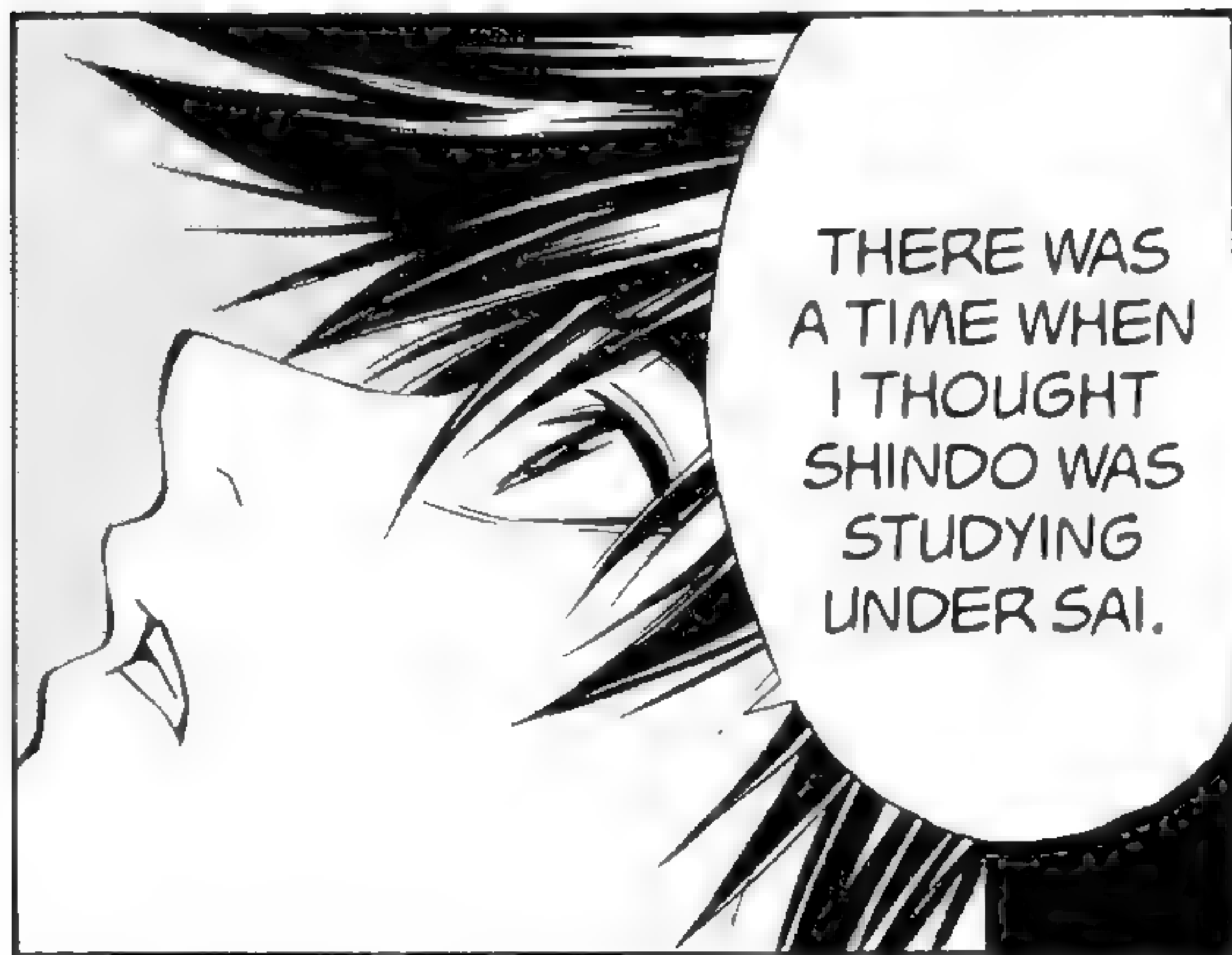




U. Kubo	3 D	sa
kadoya manabu	3 D	ke
sai	1 D	en
kala	2 K	ya
vaz	3 K	ki











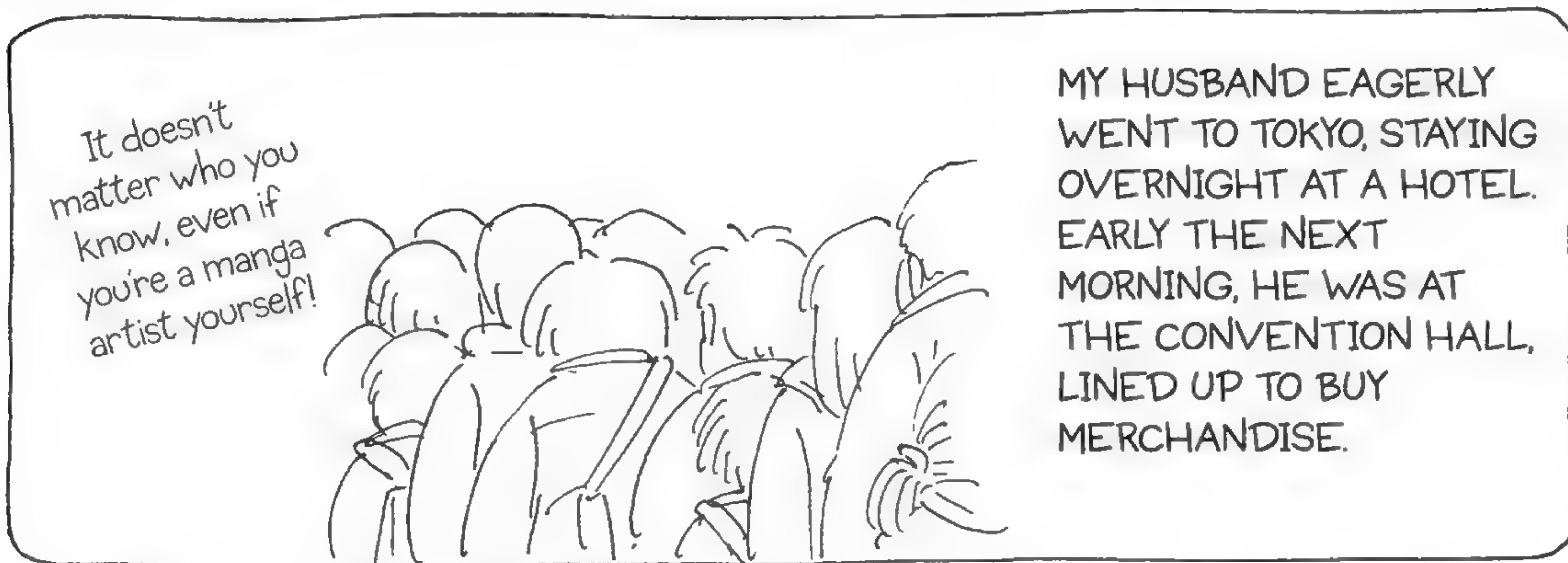
AN EVENT CALLED JUMP FESTA 2001 WAS HELD AT THE END OF THE YEAR 2000.

HIKARU NO GO

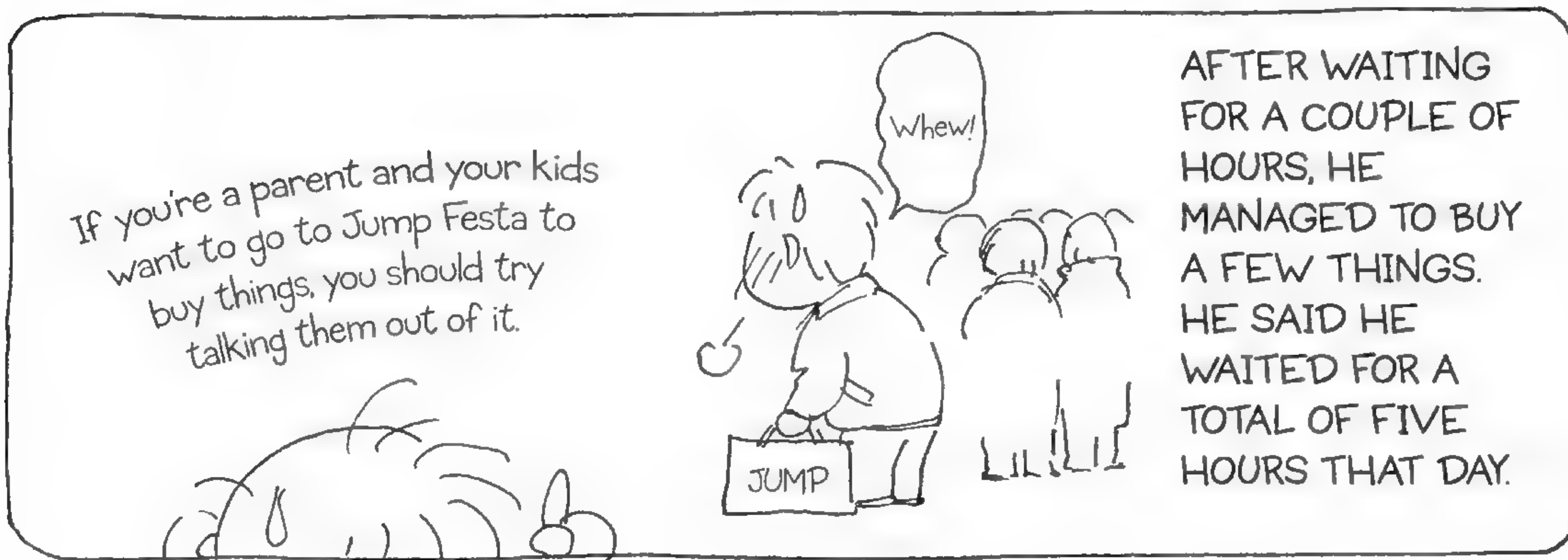
STORYBOARDS

(29)

YUMI HOTTA



MY HUSBAND EAGERLY WENT TO TOKYO, STAYING OVERNIGHT AT A HOTEL. EARLY THE NEXT MORNING, HE WAS AT THE CONVENTION HALL, LINED UP TO BUY MERCHANDISE.



AFTER WAITING FOR A COUPLE OF HOURS, HE MANAGED TO BUY A FEW THINGS. HE SAID HE WAITED FOR A TOTAL OF FIVE HOURS THAT DAY.



LATER, MY HUSBAND WENT TO OBATA SENSEI'S Q&A AND SIGNING.

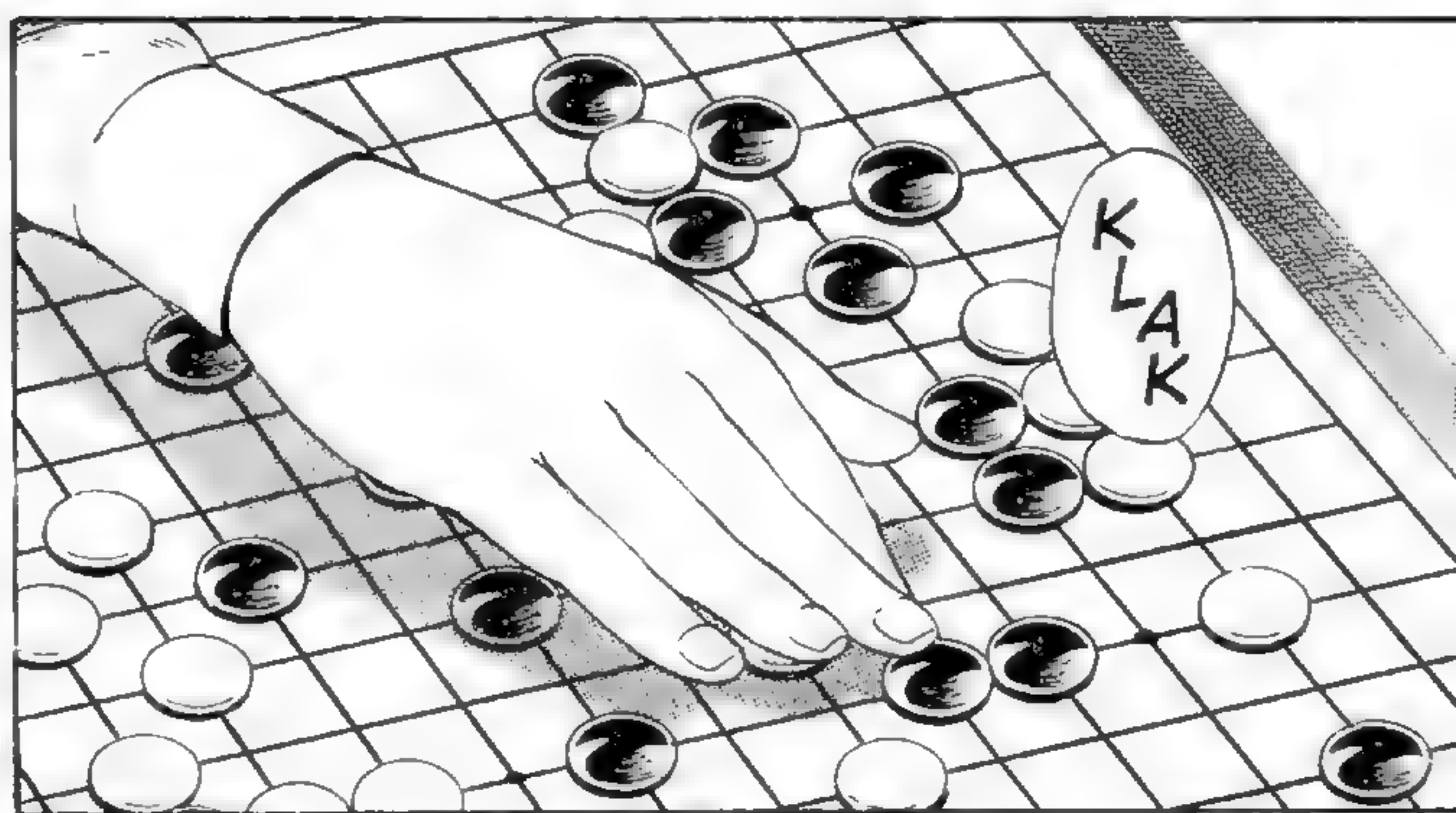
(TO BE CONTINUED)

Game 89 "Together Always"





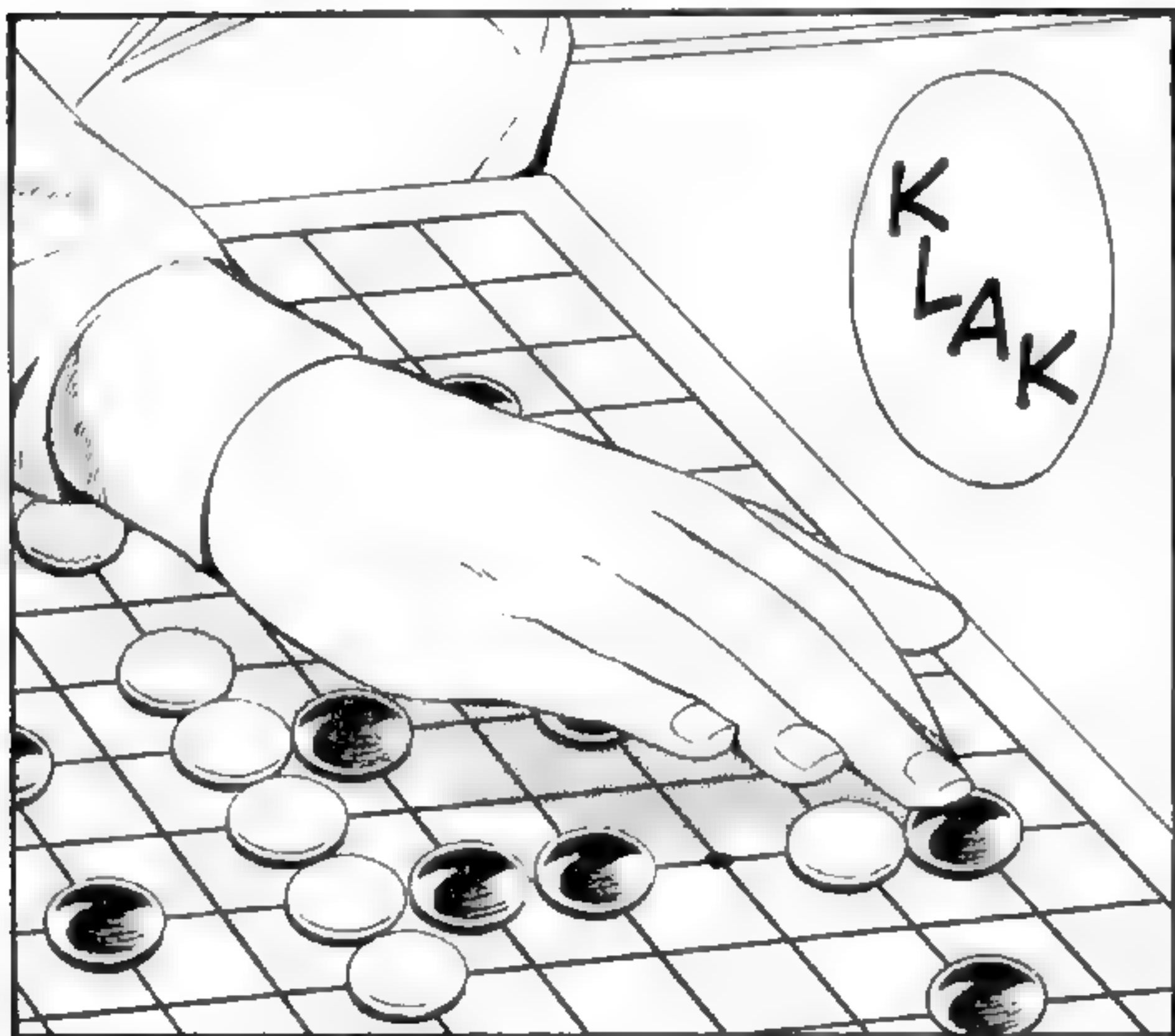
Nothing
remains of
the Hikaru
who played so
nervously
against me.





His play is a
good balance
of offense and
defense.

He was weak at
the endgame
and at keeping
score, but he
has improved
quite a bit.



K
LAK



HEH

Perhaps
he
learned
that
from
me...



WHAT'S
WRONG,
SAI?



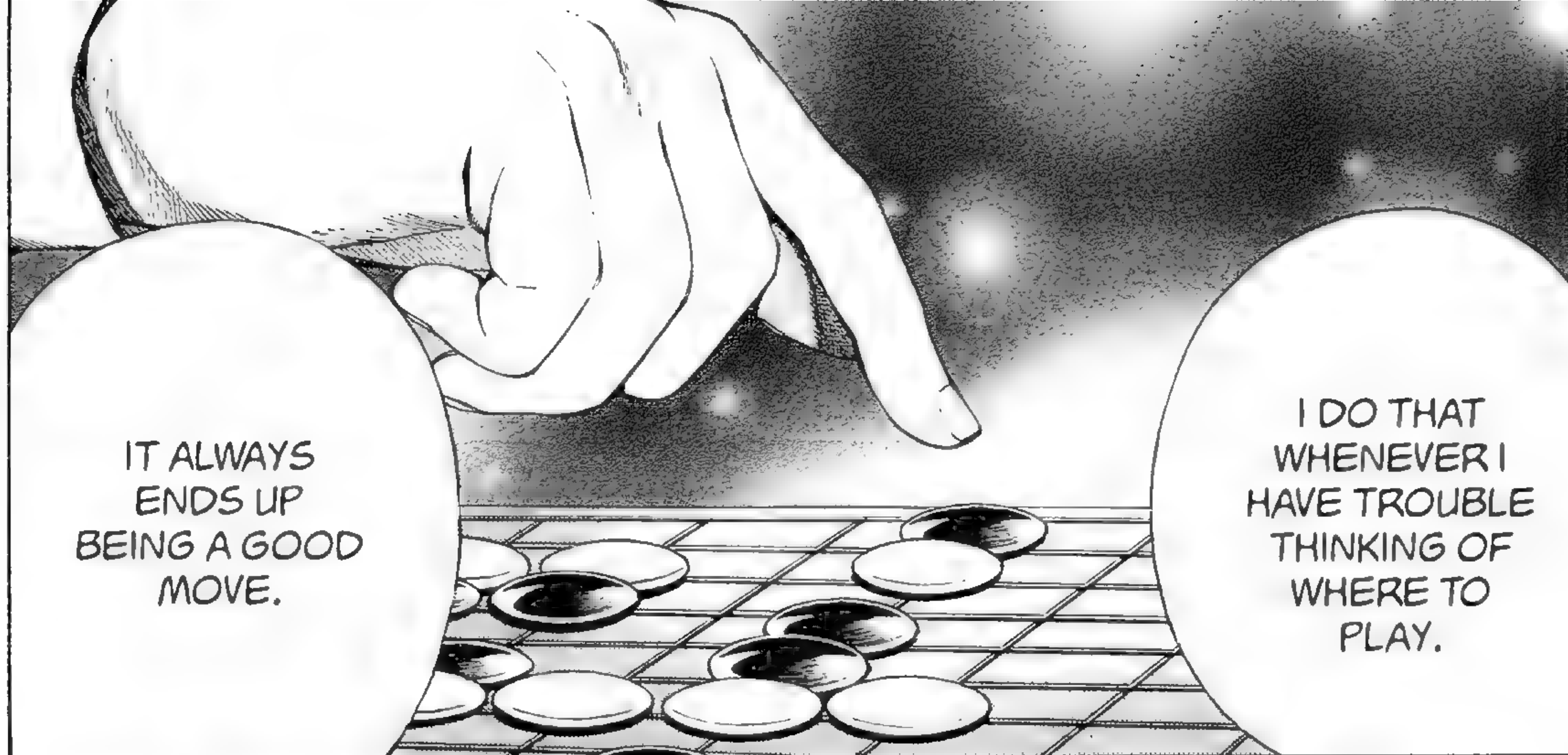
.....



I THOUGHT
ABOUT
WHAT **YOU**
WOULD'VE
DONE IF IT
HAD BEEN
YOUR
MOVE.

YOU
COULD
TELL?

You played
this area just
as I would
have.



IT ALWAYS
ENDS UP
BEING A GOOD
MOVE.

I DO THAT
WHENEVER I
HAVE TROUBLE
THINKING OF
WHERE TO
PLAY.

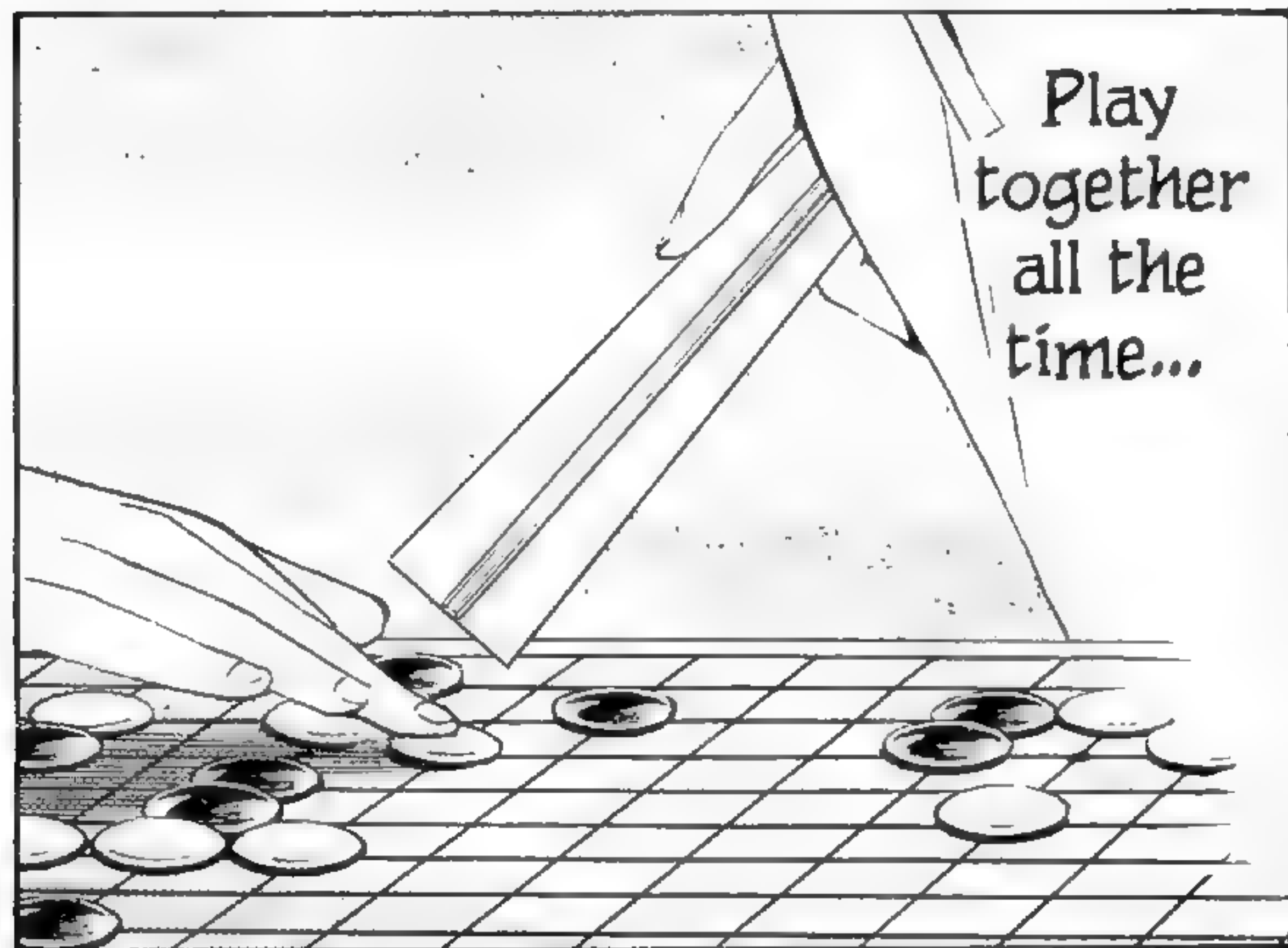


I KNOW
WHAT YOU
WOULD DO
BECAUSE
WE PLAY
TOGETHER
ALL THE
TIME.

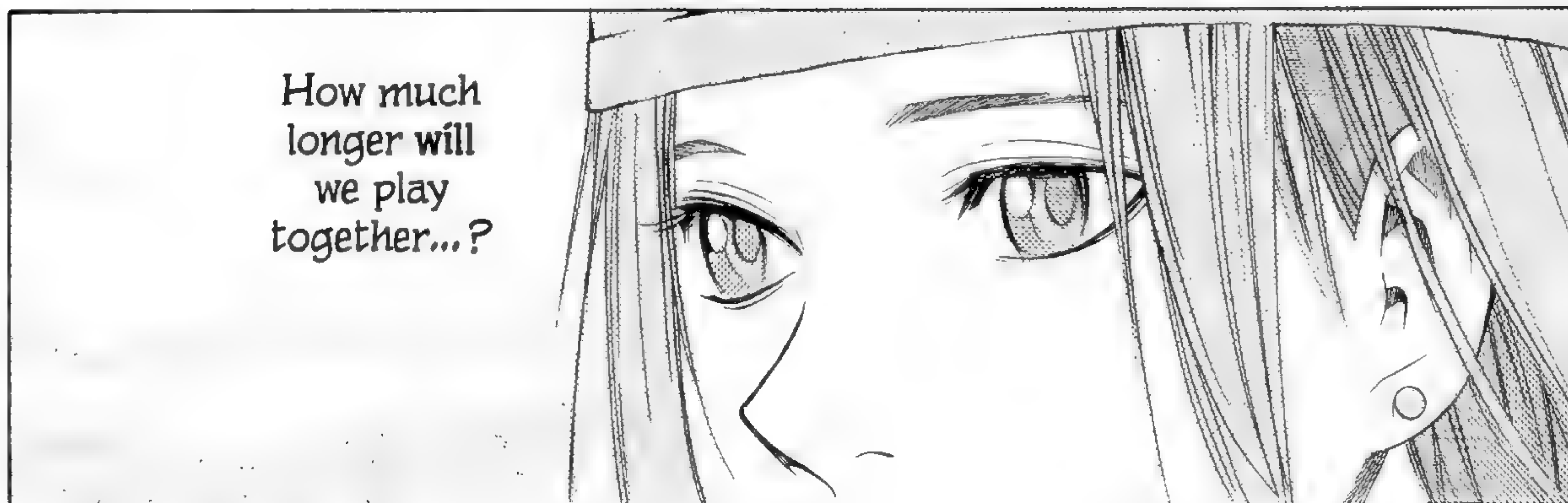


YEAH!

You
think
about
how I
would
play?



Play
together
all the
time...



How much
longer will
we play
together...?



...after which I
would return to the
go board and once
again await my
return to this world.

I always thought
that I would exist
for all eternity and
stay with Hikaru
until he died...



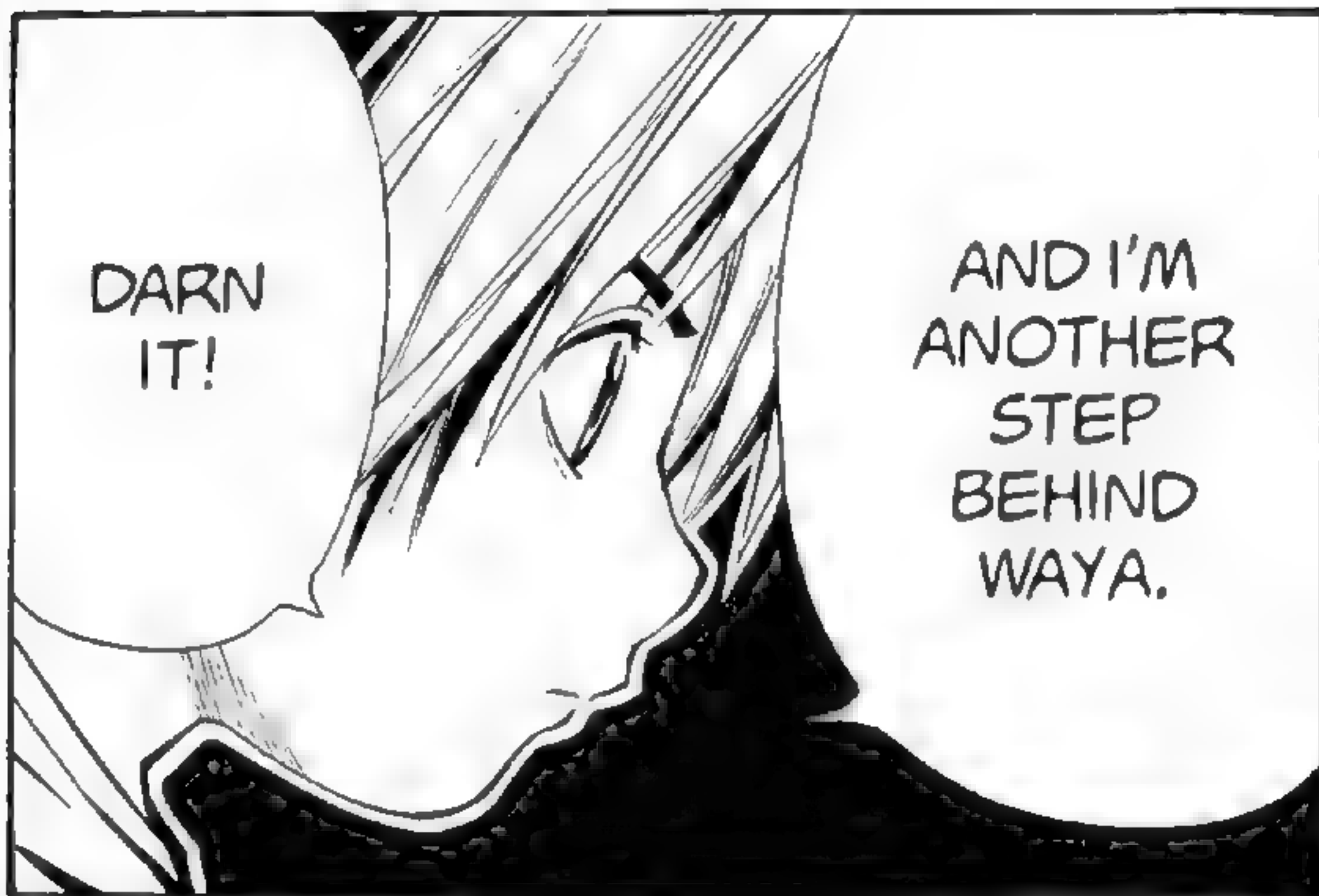
MY
MATCH
AGAINST
WAYA...

No
reason
at all.



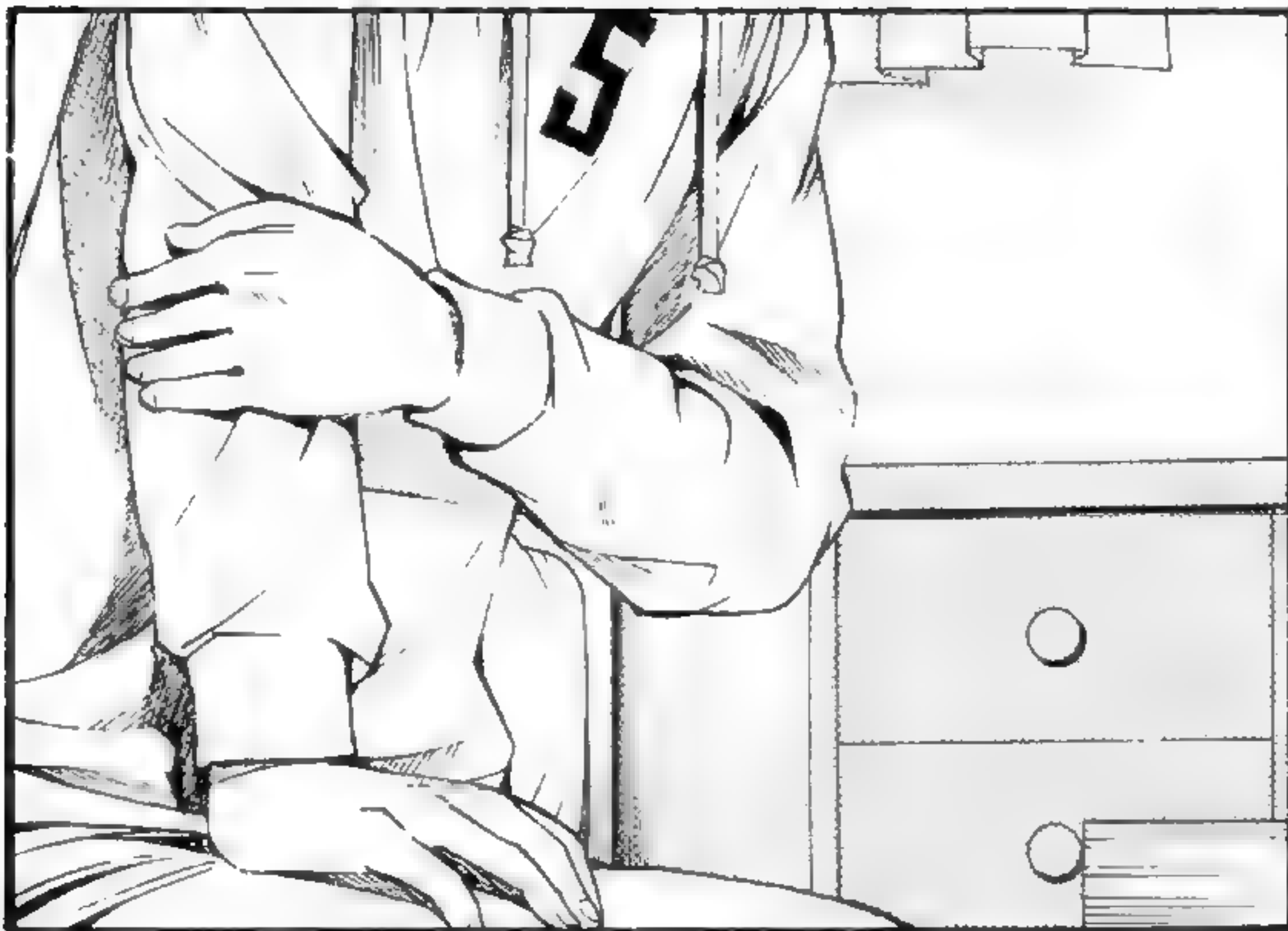
And yet,
in truth,
there's no
reason for
me to
believe this.





DARN IT!

AND I'M ANOTHER STEP BEHIND WAYA.



OCHI'S ALREADY CLAIMED HIS PLACE, BUT WAYA'S JUST ONE STEP AWAY. HE'LL BE A LOT MORE DETERMINED THAN OCHI.

...COULD END UP BEING TOUGHER THAN MY GAME WITH OCHI.



THIS GAME'S GOT ME KIND OF SCARED.



I GUESS...



Surely Waya feels the same pressure you do.

Now
is not
the
time
...

Oh, of
course...

ONLY
TWO GAMES
LEFT...

KICK

... for me to be
preoccupied
with my own
doubts.





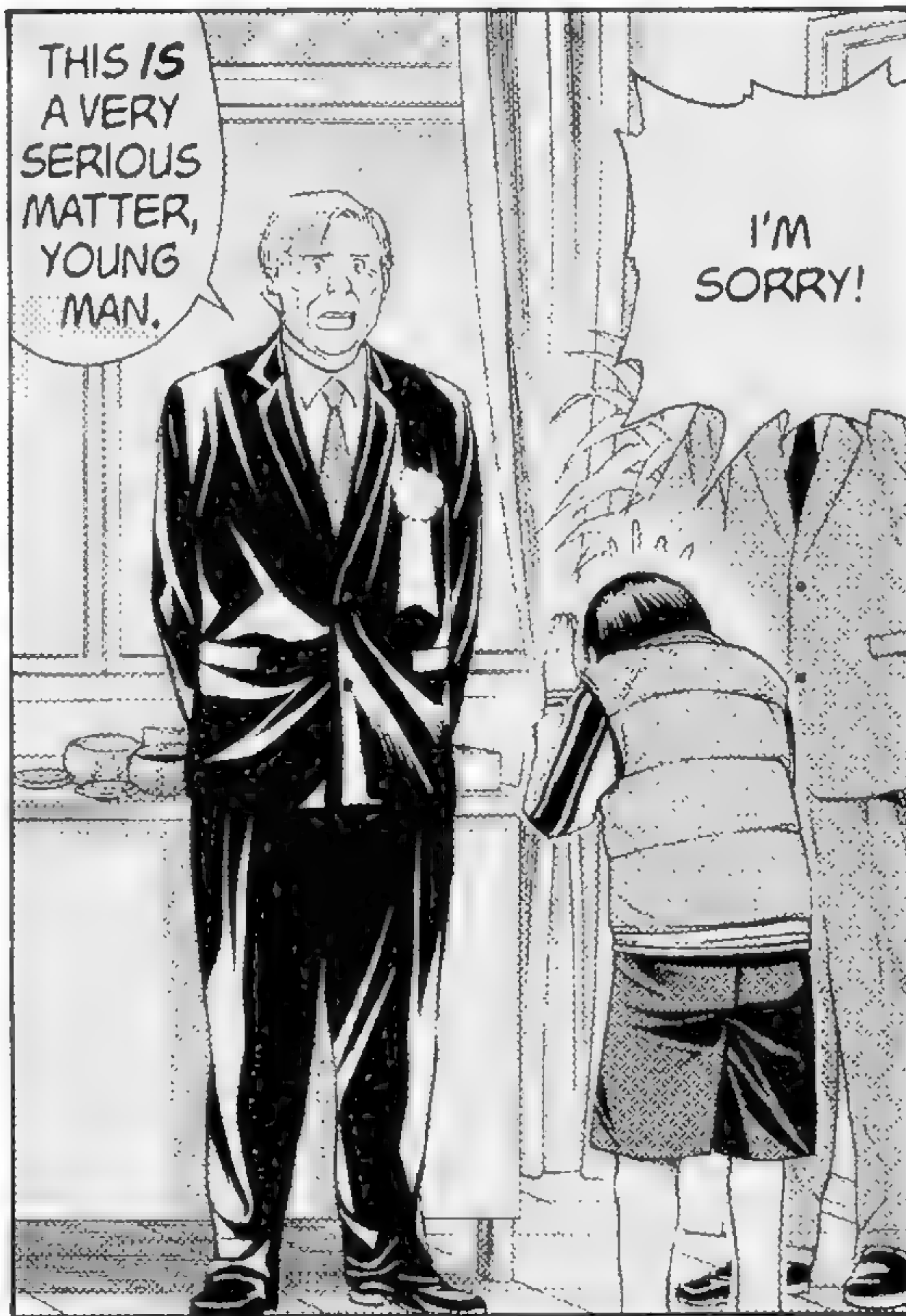














YOU DIDN'T SEEM LIKE AN AVERAGE PLAYER, EVEN THEN.

You're the one who said it out loud.

I APOLOGIZED ALREADY. AND BESIDES, **YOU'RE THE ONE WHO SAID THE 2-1 POINT WAS A CRUCIAL MOVE.**

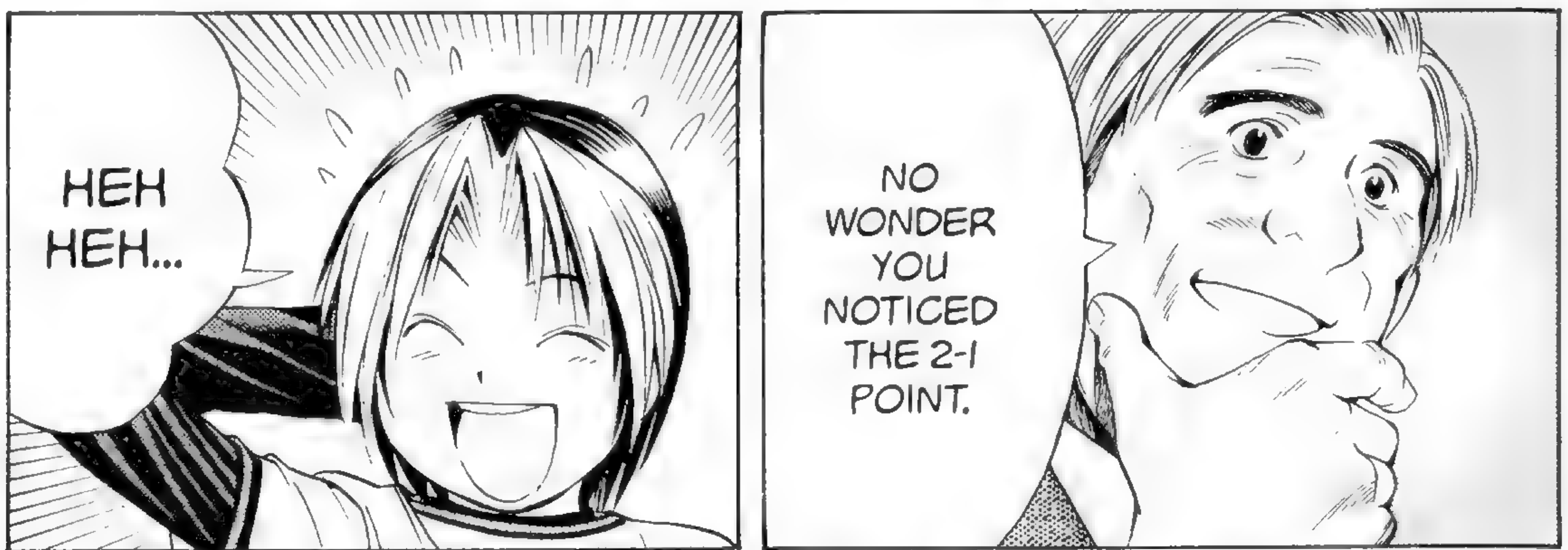


I think you're right.

WHEW, I GUESS HE'S NOT GOING TO YELL AT ME AGAIN.

SO YOU'RE GOOD ENOUGH TO TURN PRO.

AND HERE YOU ARE, ON THE VERGE OF PASSING.



HEH HEH...

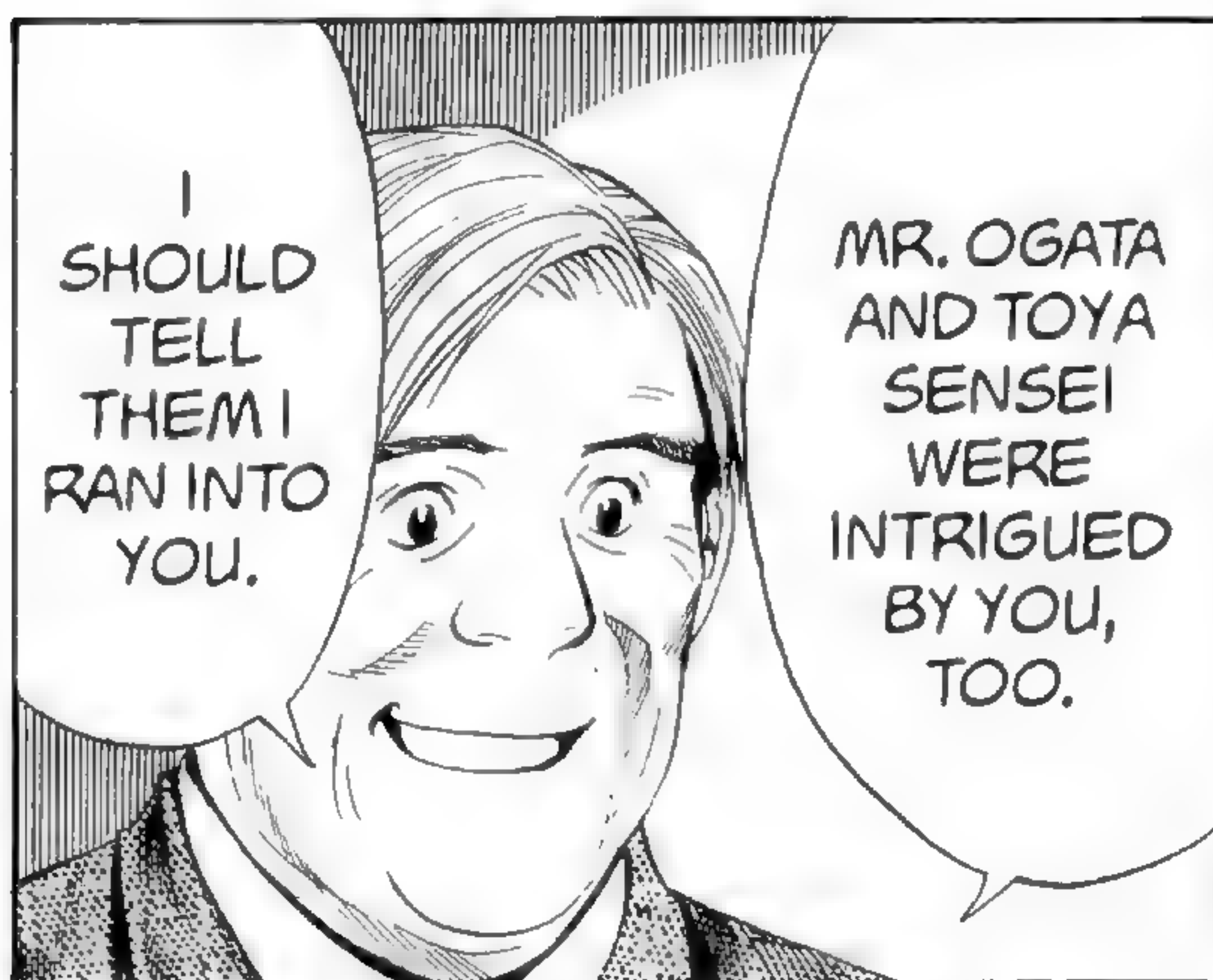
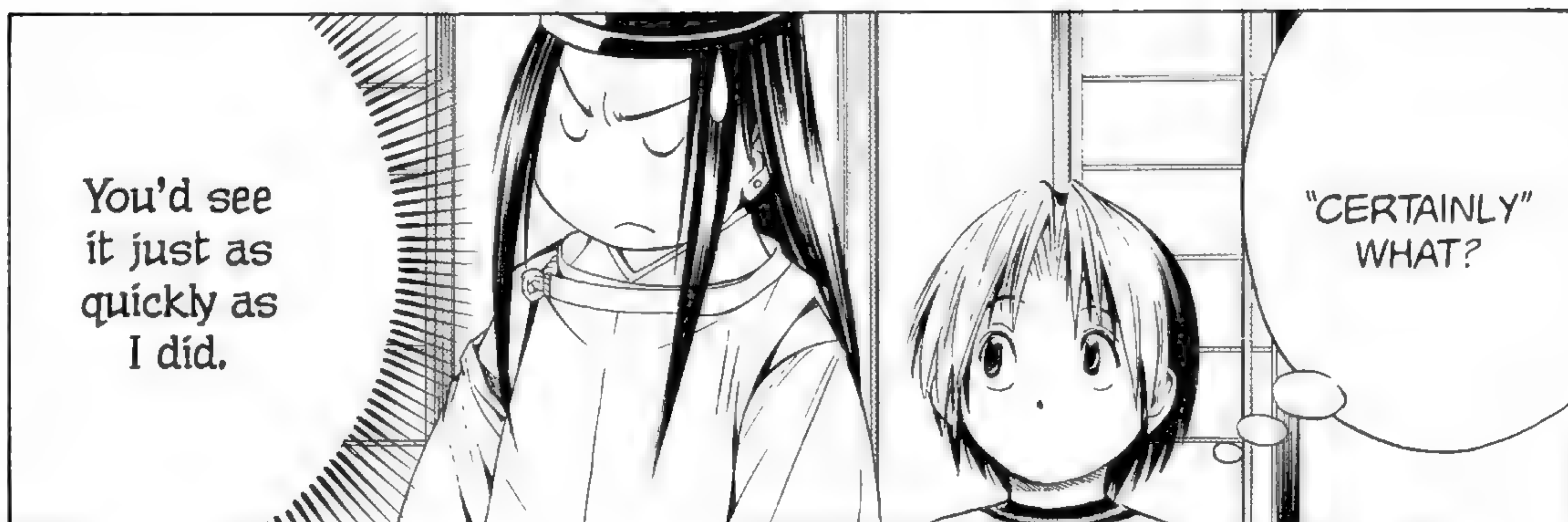
NO WONDER YOU NOTICED THE 2-1 POINT.



Although now, you'd certainly...

I remember the shapes! Back then you didn't... You couldn't even...

I was the one who noticed the 2-1 point, Hikaru!





...MY
SKILL!

HE
ACKNOWLEDGED
MY GAME...



OH...

YOUR
ATTENTION,
PLEASE.



What was
that? Why
did I feel a
twinge of
anxiety just
now?



PLEASE
GATHER IN THE
MAIN PLAYING
HALL. GAME
TIME IS ABOUT
TO BEGIN.





YEAH!



OKAY,
HERE WE
GO...



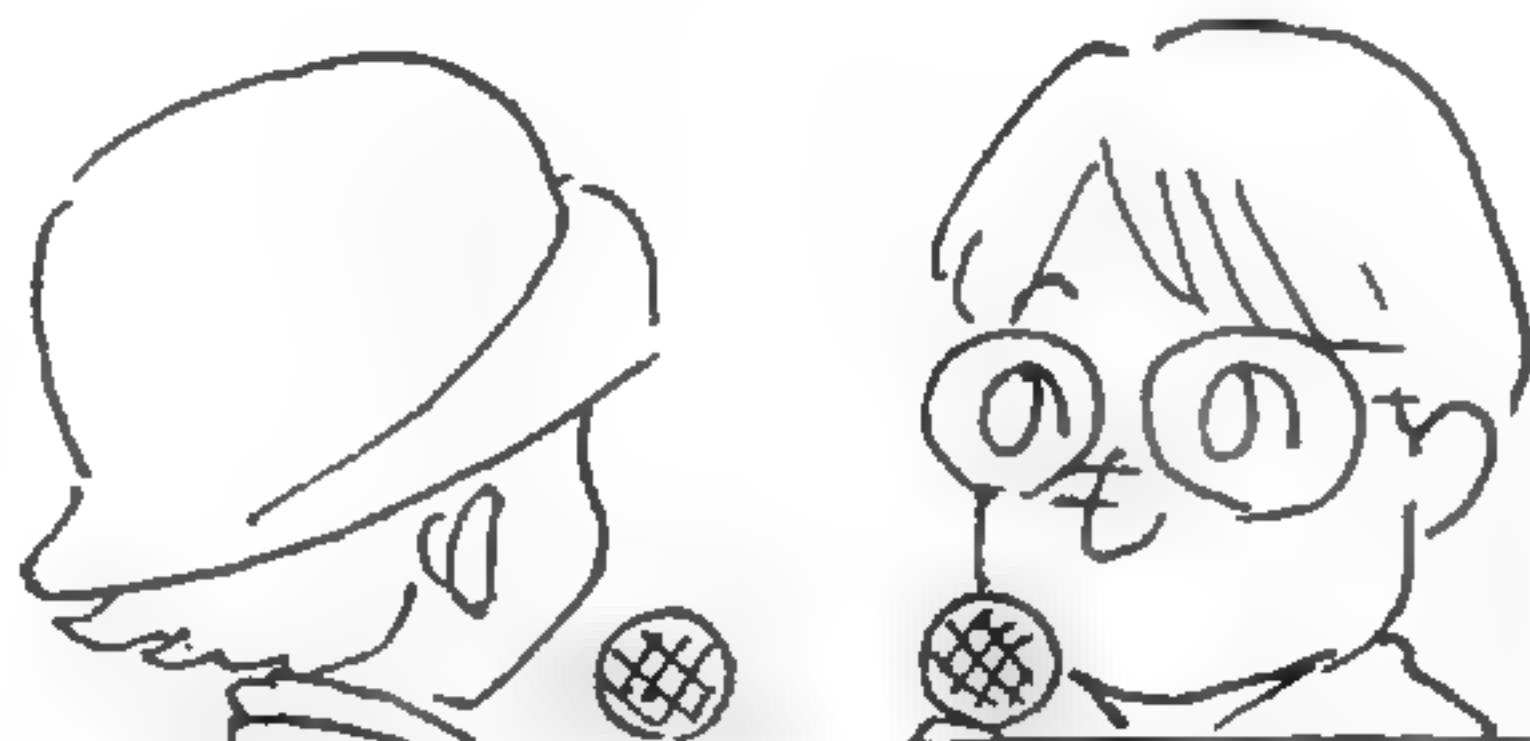
...and focus
on giving
Hikaru my
full support!

I must set
aside my
uneasiness...

(CONTINUED FROM PAGE 26)

OBATA SENSEI'S
Q&A SESSION
TURNED INTO
EDITOR
TAKAHASHI'S
Q&A SESSION.

I'll be answering
questions for
Obata Sensei.



HIKARU NO GO STORYBOARDS

30

YUMI
HOTTA



Who is Obata
Sensei's favorite
character?

I know everything
about Obata
Sensei!

OBATA SENSEI
BUSY SIGNING



Isn't that
right,
Sensei?

It's Sai!

.....



IT SEEMS THE
EVENT
WOULD HAVE
BEEN QUITE
FUN IF ONLY
THE LINE
HADN'T BEEN
SO LONG.

(THE END)

And then what
happened?! And
then what
happened?!

Uh, no,
it's
Hikaru.



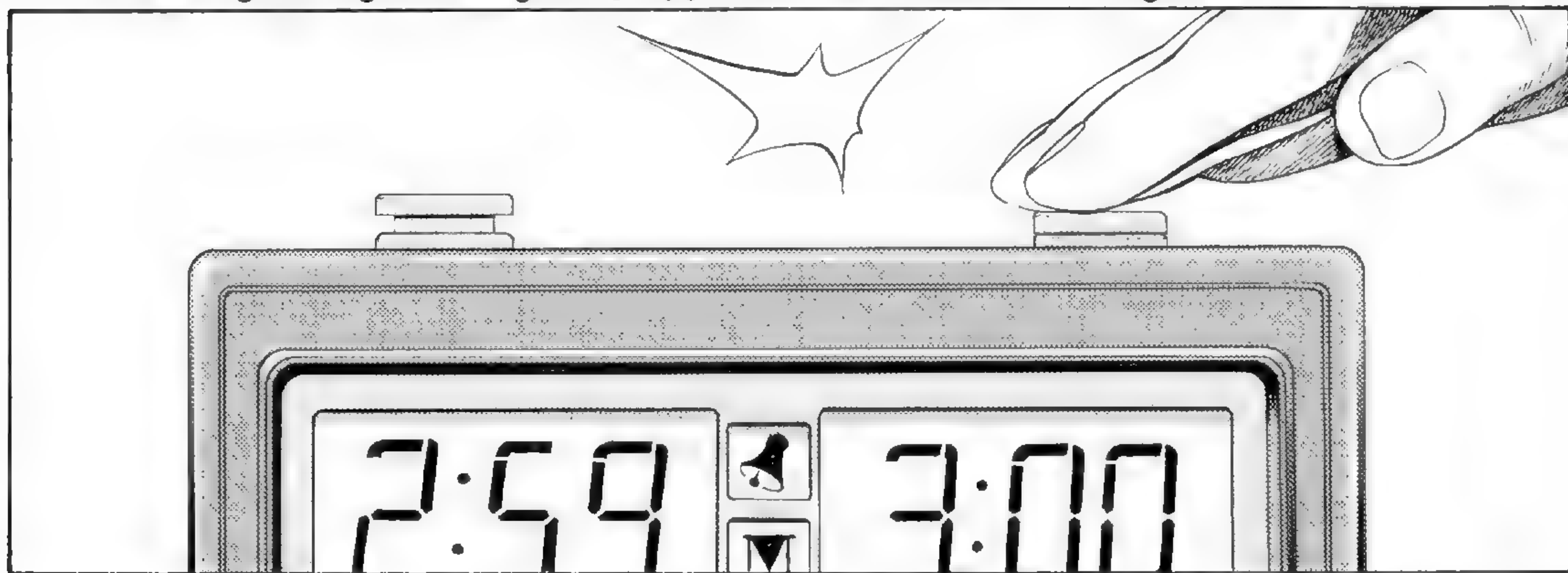
URK! //

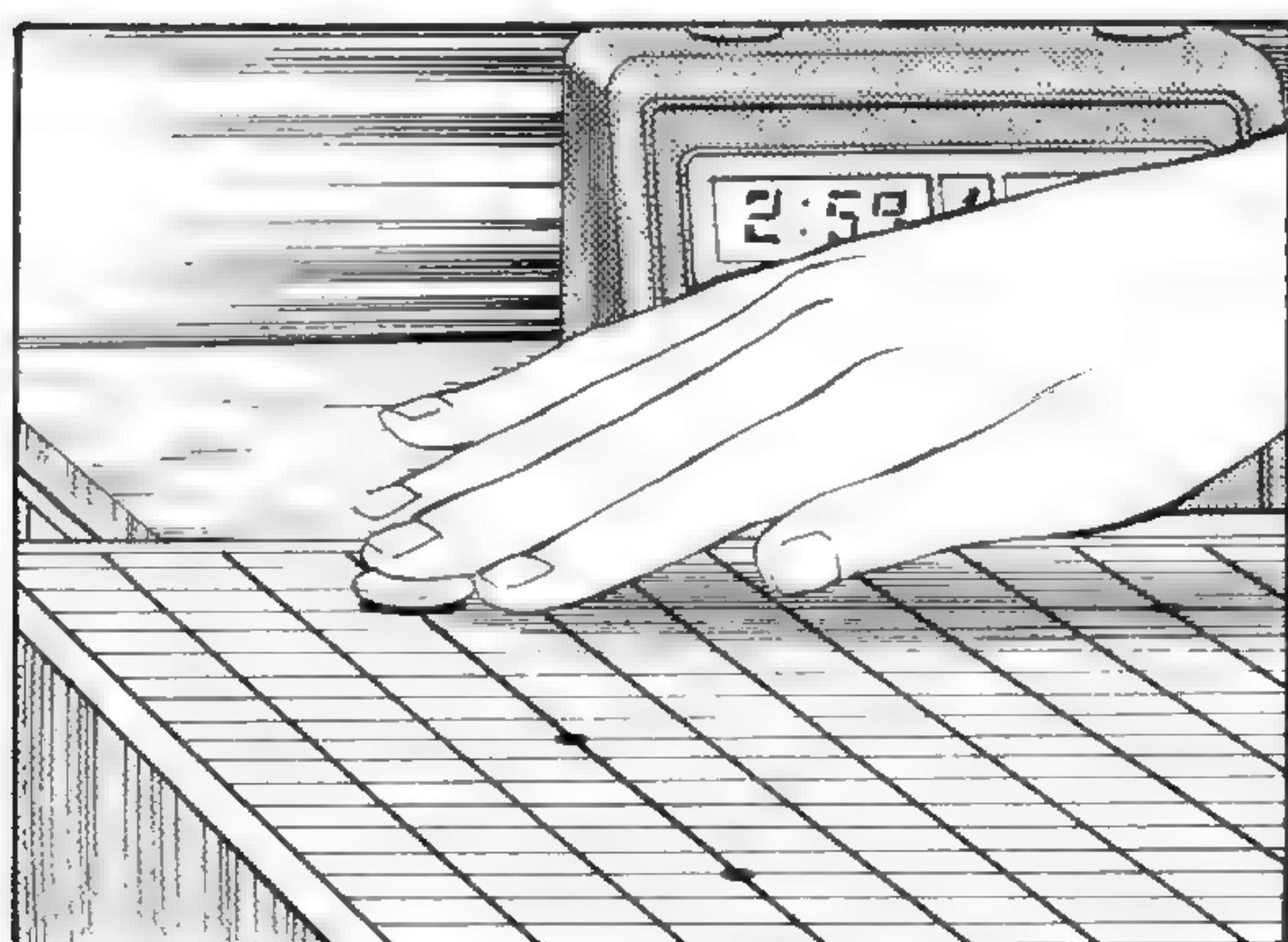
Game 90 "Become One of Us"





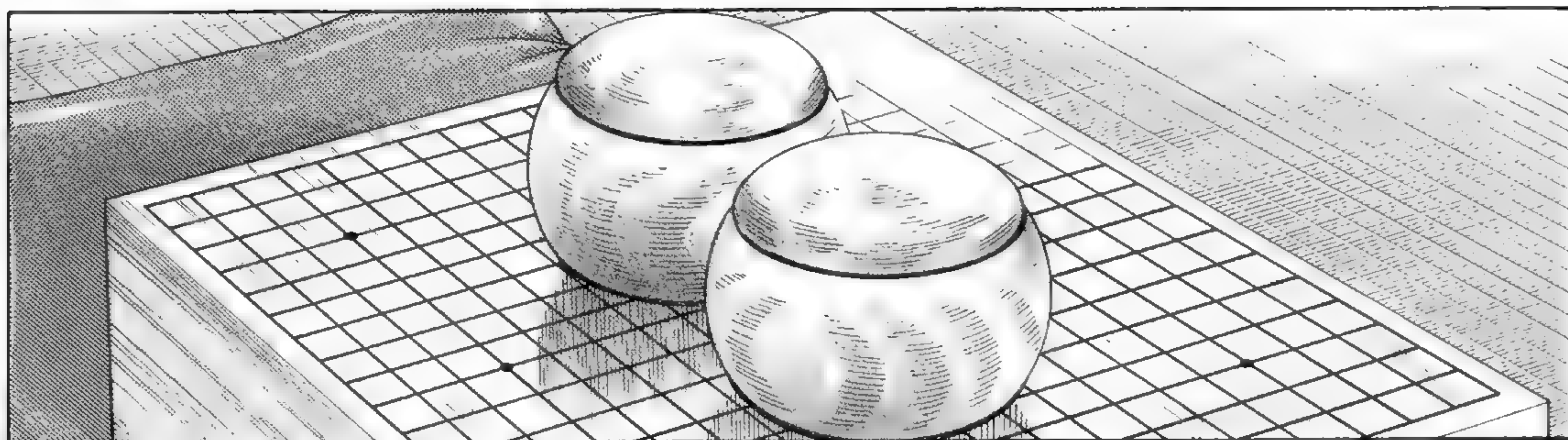
*A standard greeting exchanged by opponents at the start of a game



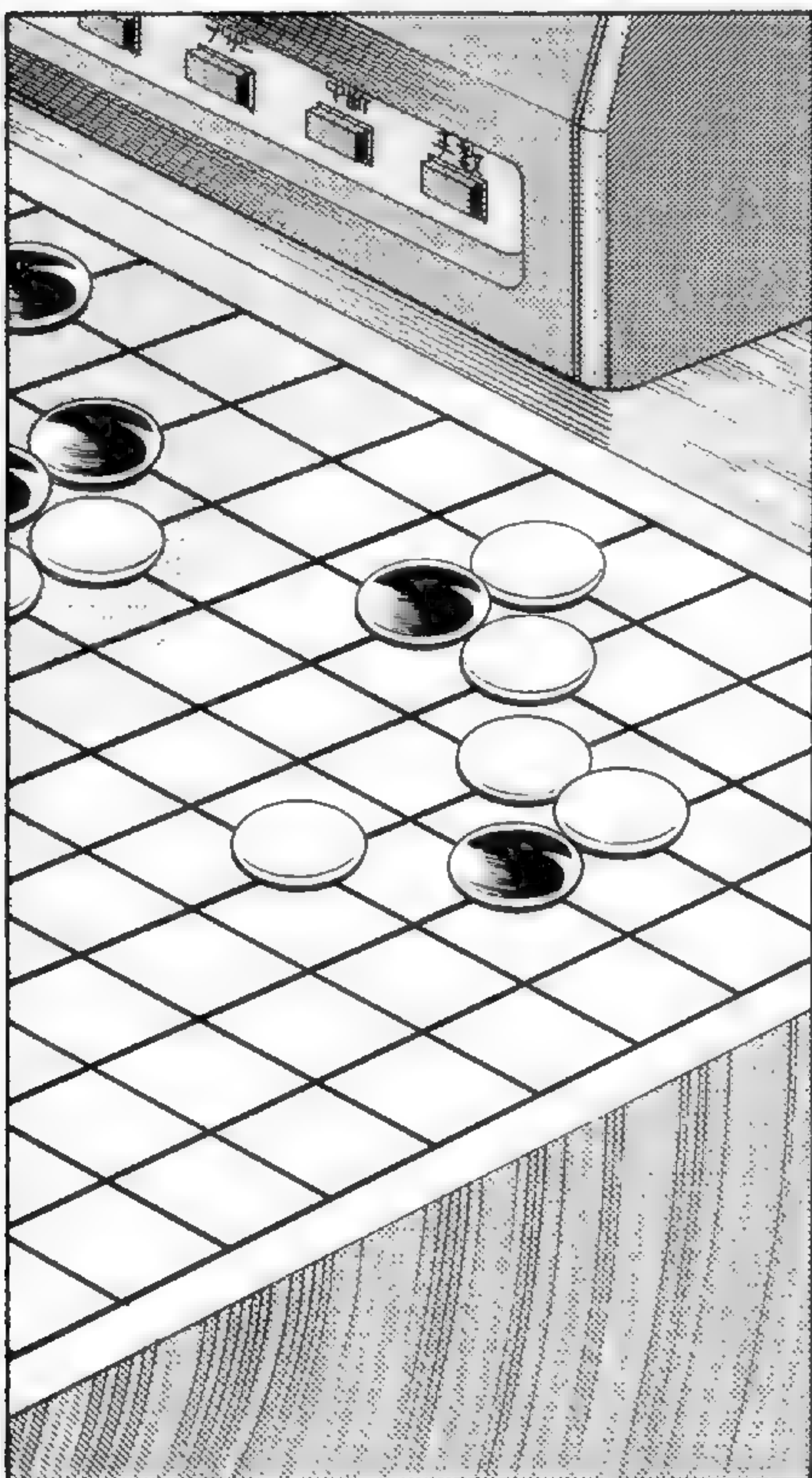
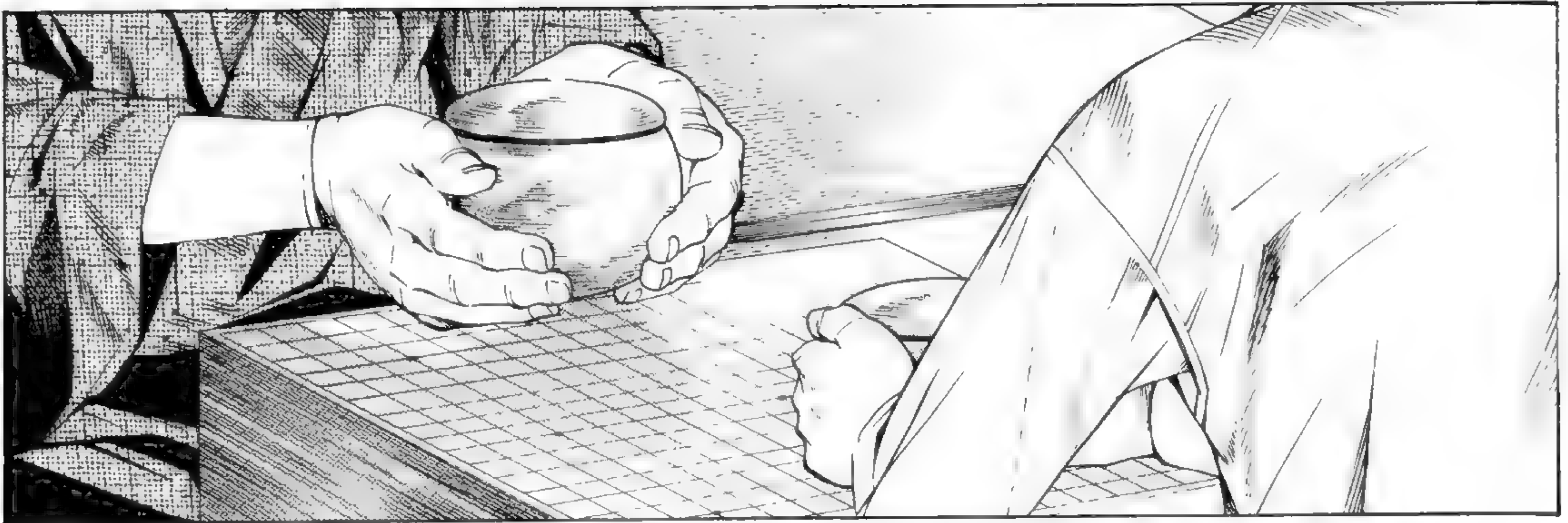




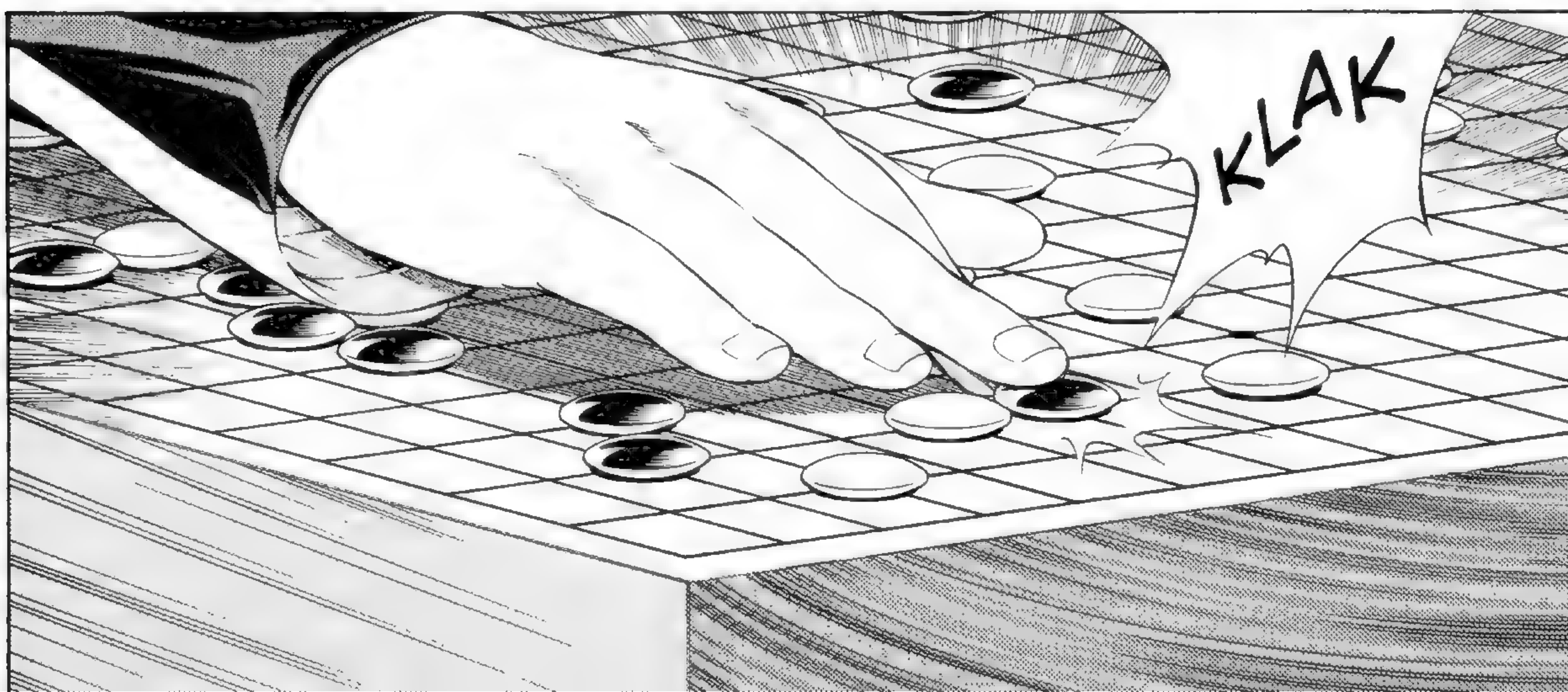
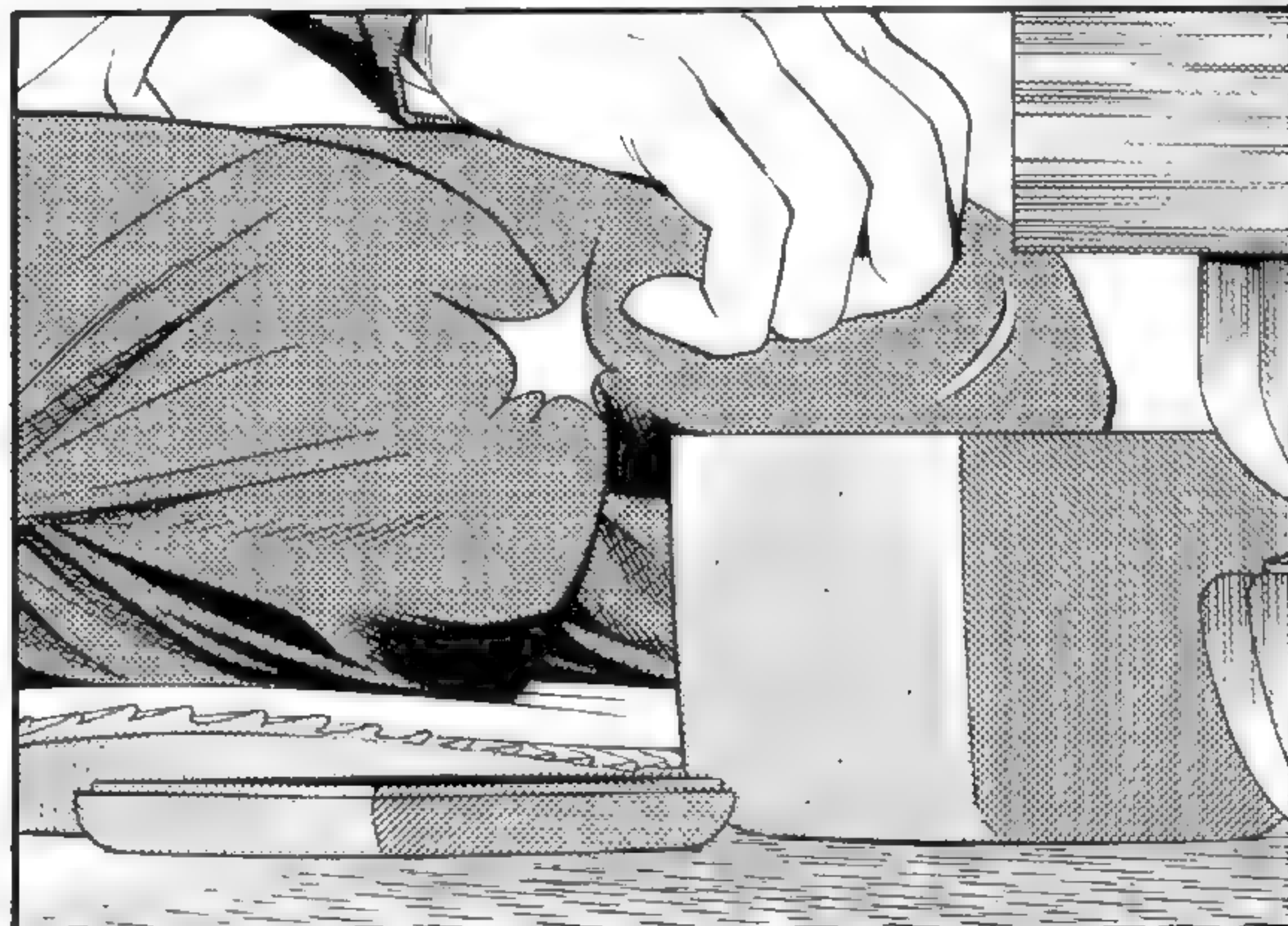
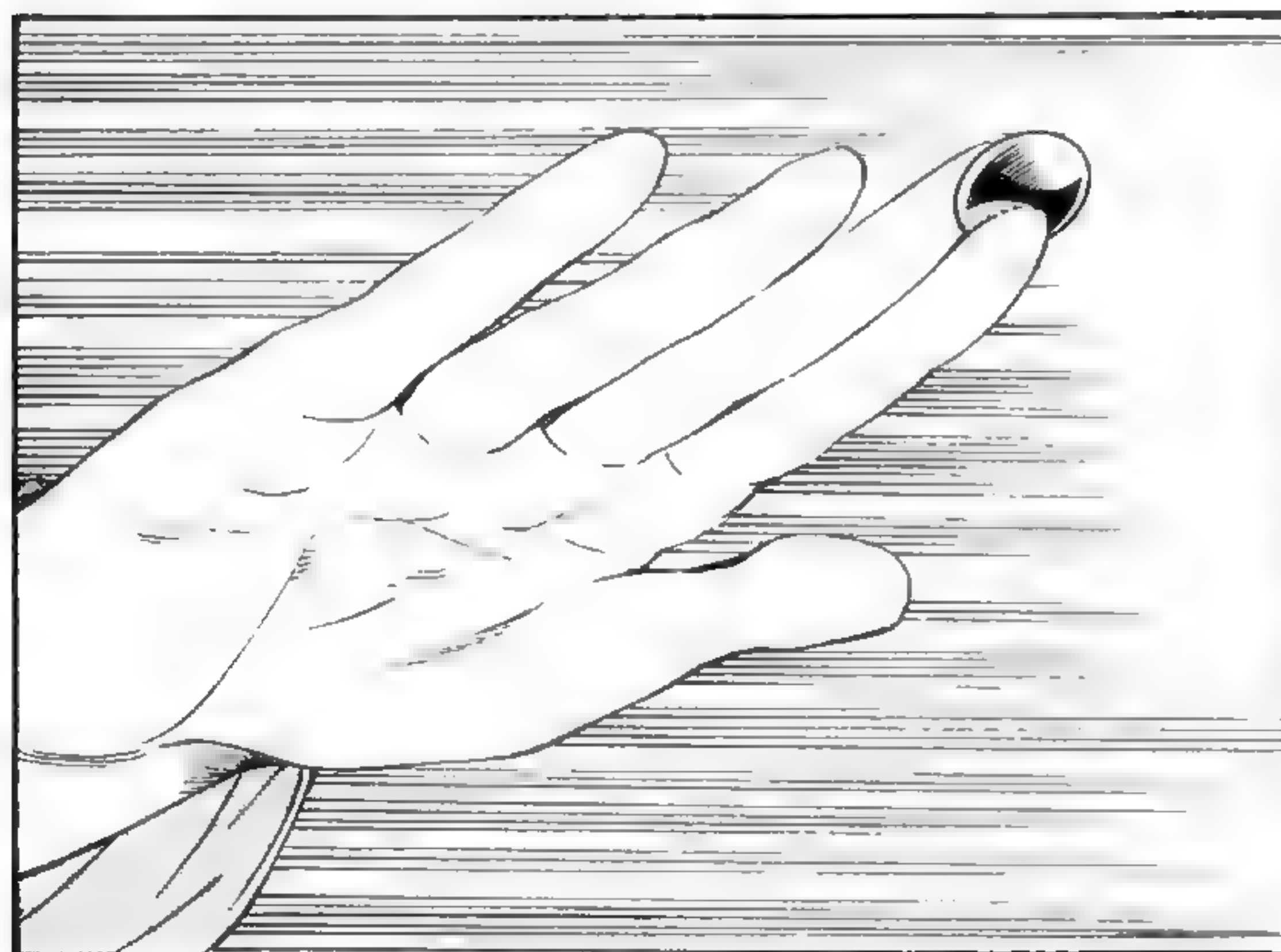














*"To make life" is to save one's stones

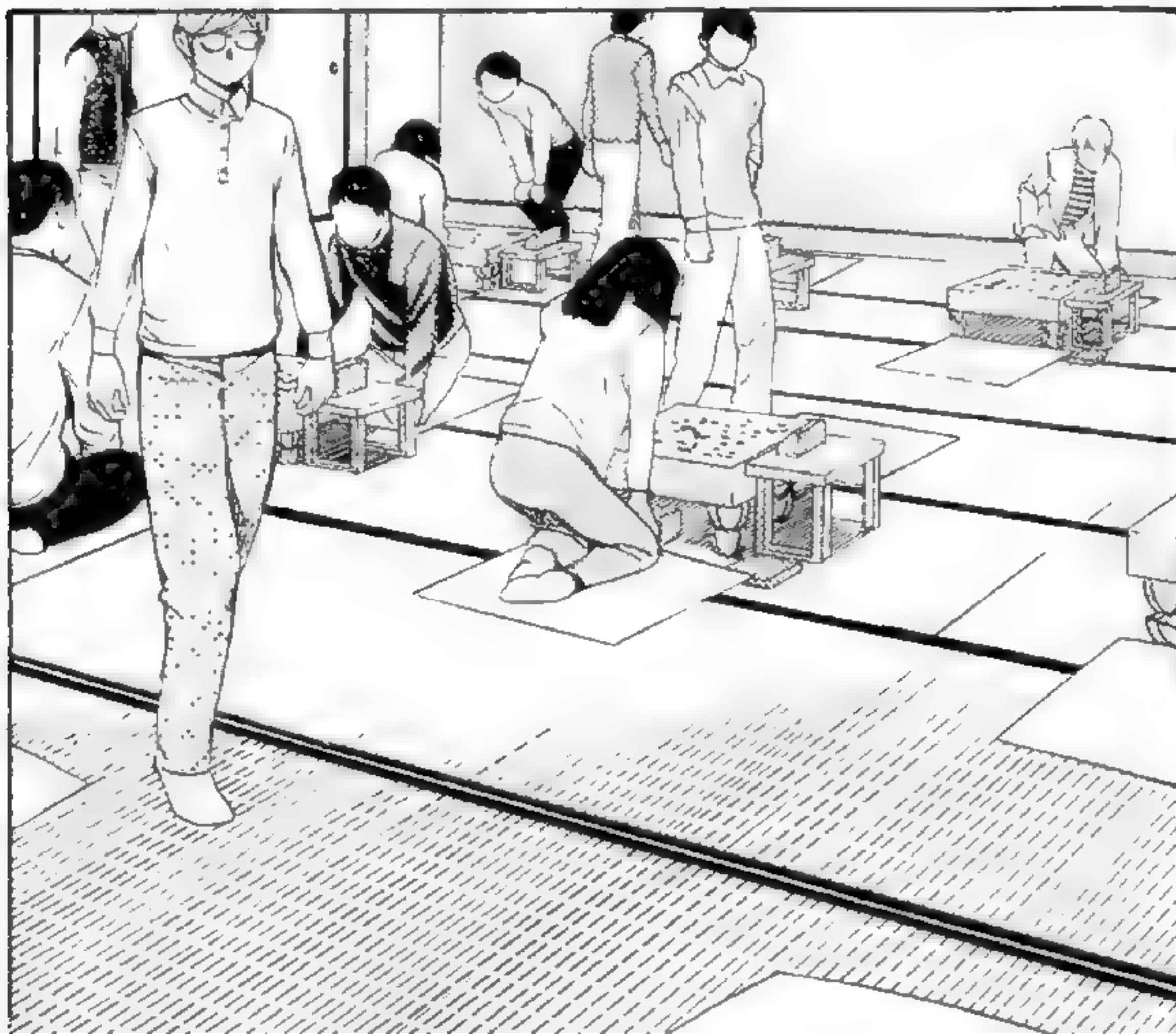
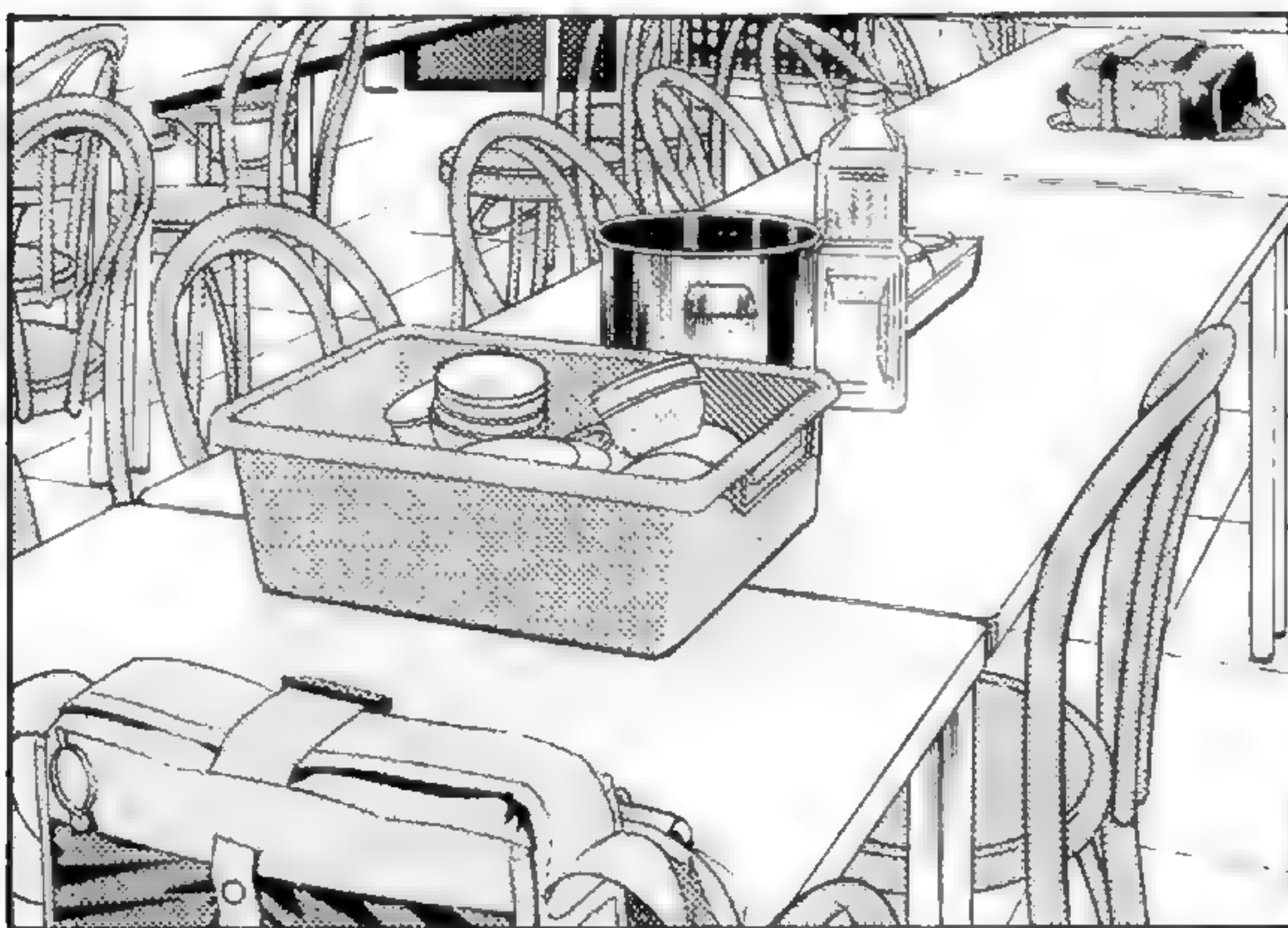
AND
I PASS
THE PRO
TEST.

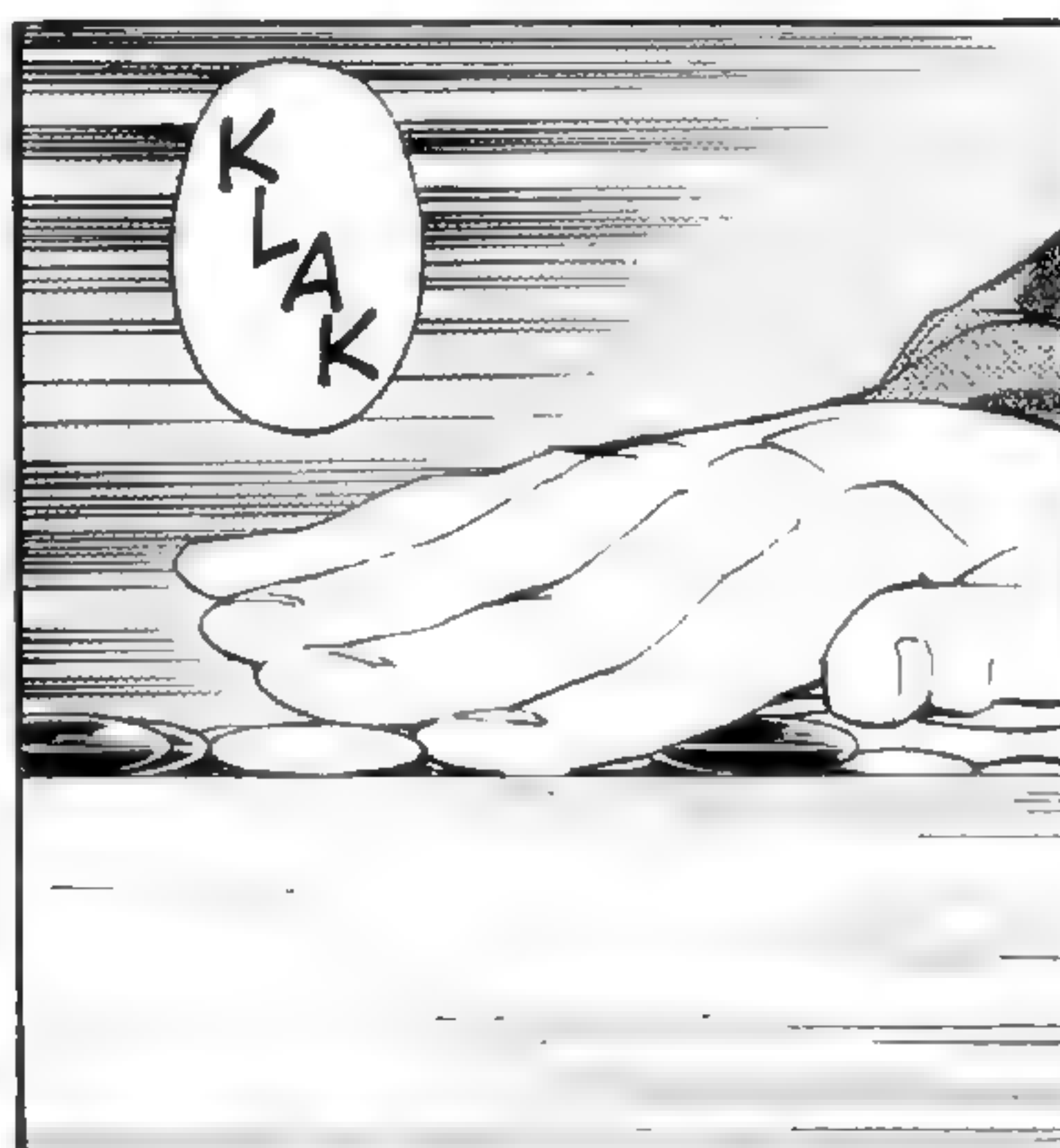
BUT
IF I KILL
BLACK,
THEN I
WIN.

...THIS
AFTER-
NOON.

IT'LL
ALL BE
DECIDED
...

IT'S
TIME TO
BREAK FOR
LUNCH.
PLEASE
ADJOURN
YOUR
GAMES.







I HAVE
TO KILL
BLACK.

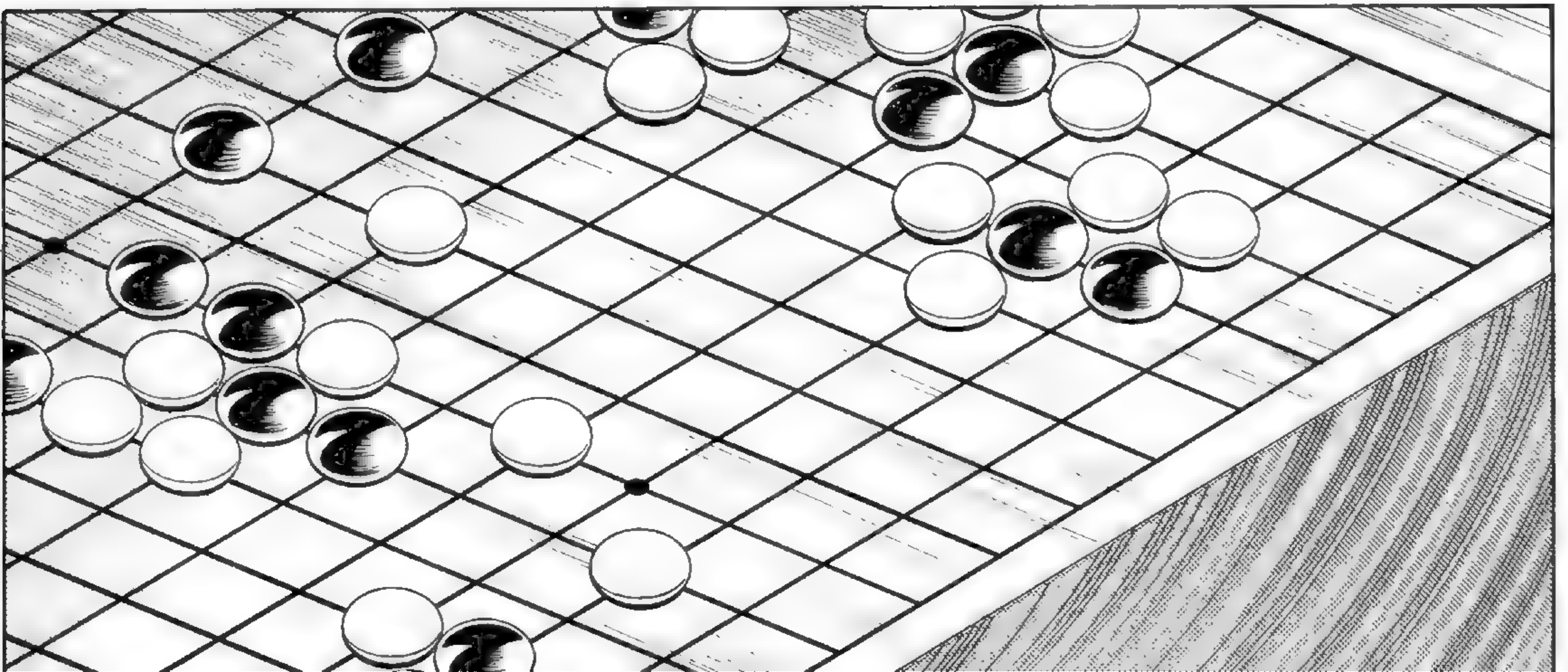


I'VE
GOT TO
FIND
LIFE.



IS
THERE
A WAY...?

DOES
BLACK HAVE
A CHANCE
OF
SURVIVING?







BUT
YOU CAN'T
EXPECT
TO BE
CODDLED
FOREVER.



IF BLACK
GOES IN THERE,
I'LL EXTEND—NO...
HE'LL BE IN A
TIGHTER SPOT IF I
JUST DESCEND
WITHOUT A FIGHT.



BUT
YOU'RE
DIFFERENT.
YOU'VE
GOT
TALENT.

...SOME
OF WHOM
DIDN'T
MAKE IT.



I'VE HAD
NUMEROUS
APPRENTICES...



AND IF BLACK
ATTACHES AGAINST
THE TWO-POINT
EXTENSION, I'LL
JUST HOLD BACK.
OKAY, I CAN KILL HIM
IF HE DOES THAT,
TOO.



YOU
WILL
PASS.

LISTEN, WAYA.
YOU WILL PASS.
I DON'T CARE
HOW MANY
TIMES I HAVE
TO SAY IT.



ALL
RIGHT!



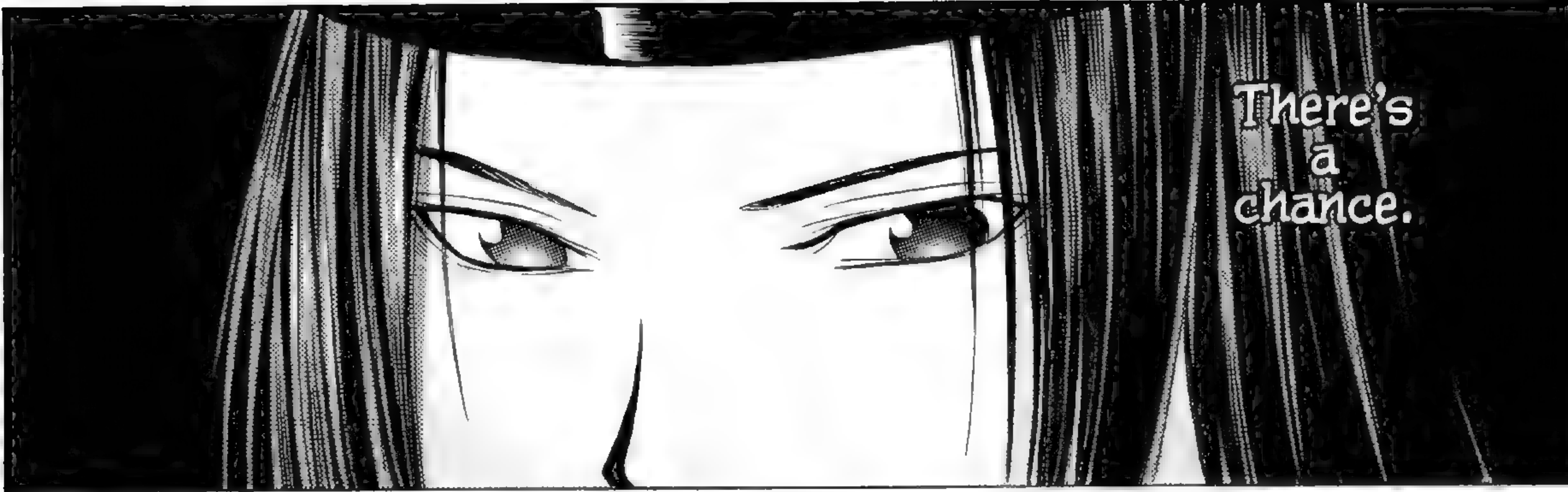
COME
TO THE
PROS,
BECOME
ONE OF
US,
WAYA!

BELIEVE
IN
YOURSELF!



I
WIN.

BLACK
HAS NO
CHANCE
OF MAKING
LIFE!

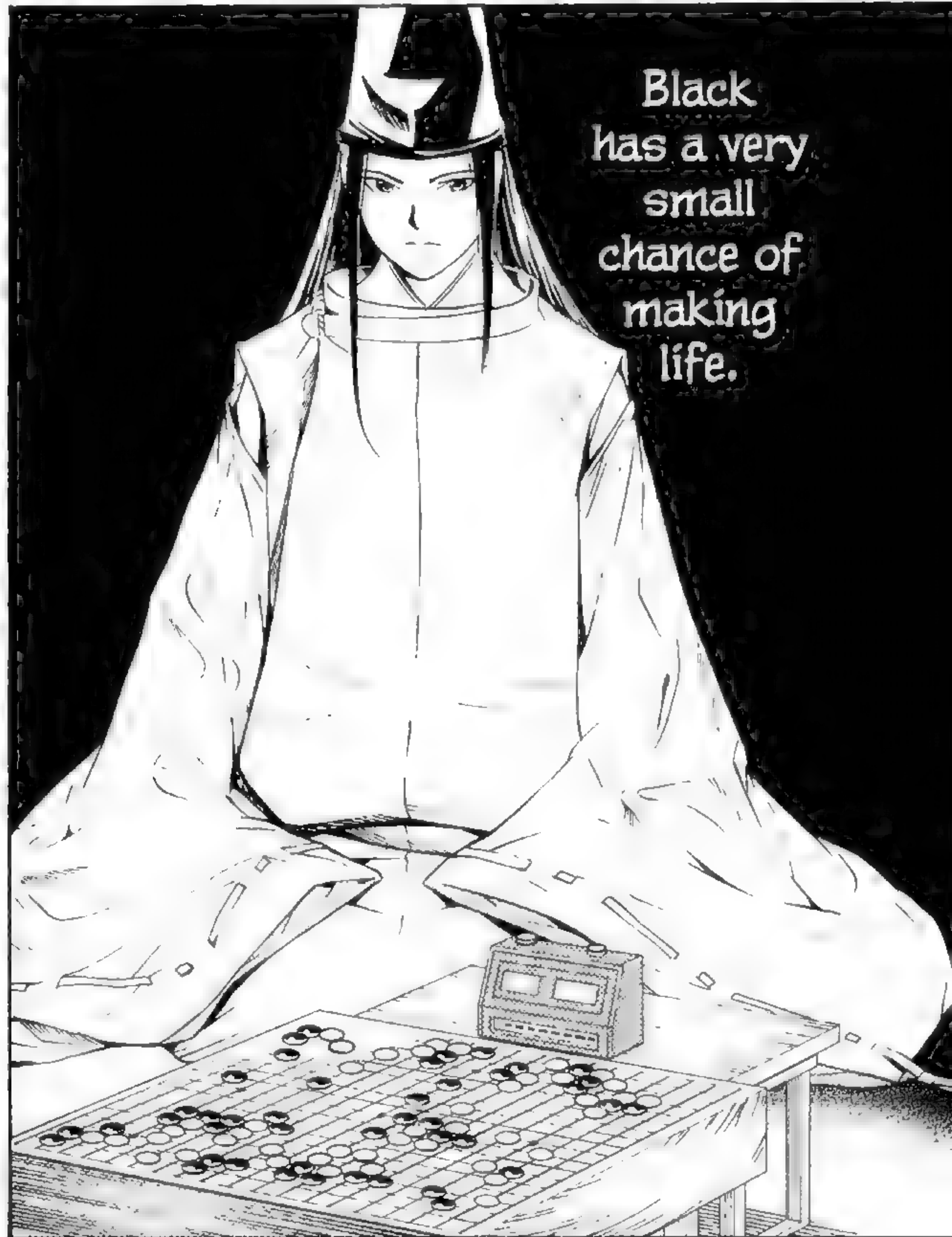


There's
a
chance.



Yes...

It's
difficult
to see,
but there
is a way
for Black
to find
life.



Black
has a very
small
chance of
making
life.



.....





A WORD ABOUT HIKARU NO GO

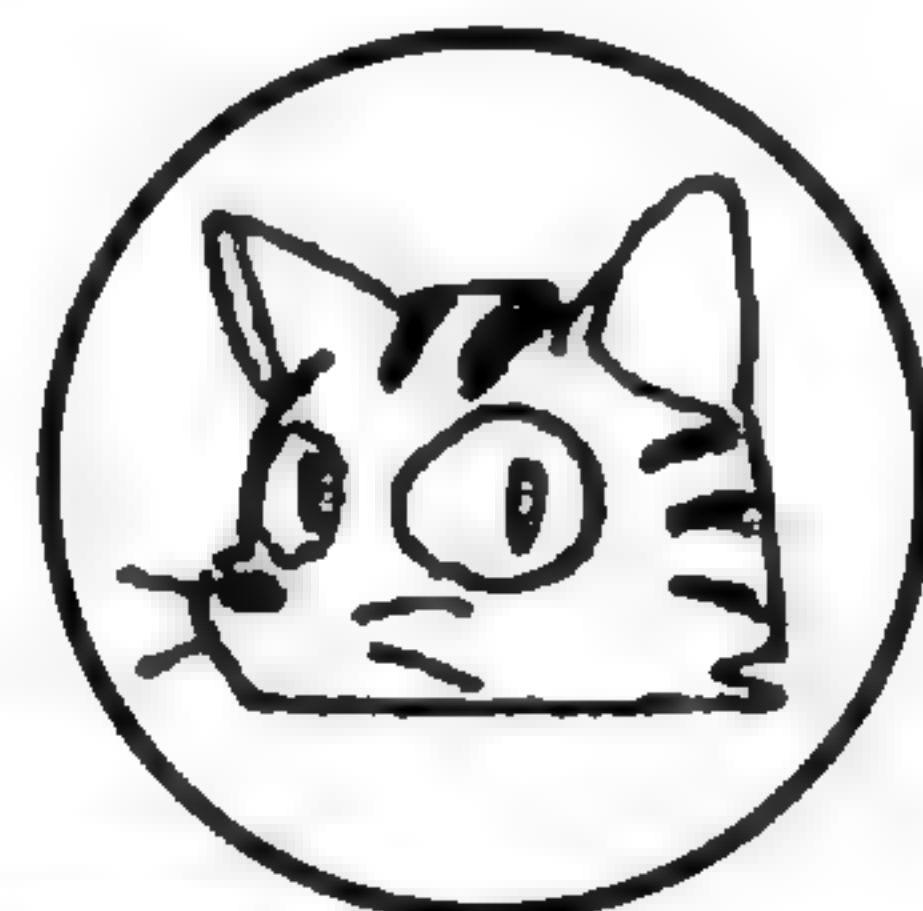
KOMI



CURRENTLY, KOMI GIVES BLACK A FIVE-AND-A-HALF POINT HANDICAP FOR GOING FIRST. IN THE PAST, IT USED TO BE FOUR-AND-A-HALF POINTS. THERE ARE SIGNS THAT THE HANDICAP MAY GO UP TO SIX-AND-A-HALF POINTS IN THE NOT-SO-DISTANT FUTURE.*

THERE ARE PROFESSIONAL PLAYERS WHO SAY THAT THEY WOULD PREFER TO PLAY BLACK, EVEN WITH A SEVEN-AND-A-HALF POINT HANDICAP, AND THERE ARE THOSE SAY THAT A FIVE-AND-A-HALF POINT HANDICAP IS JUST RIGHT.

*THE HANDICAP HAS RISEN TO SIX-AND-A-HALF POINTS SINCE VOLUME 11 WAS FIRST PUBLISHED IN JAPAN. -ED.



Game 91 "I Resign"





...WAYA!

COME
TO
THE
PROS...

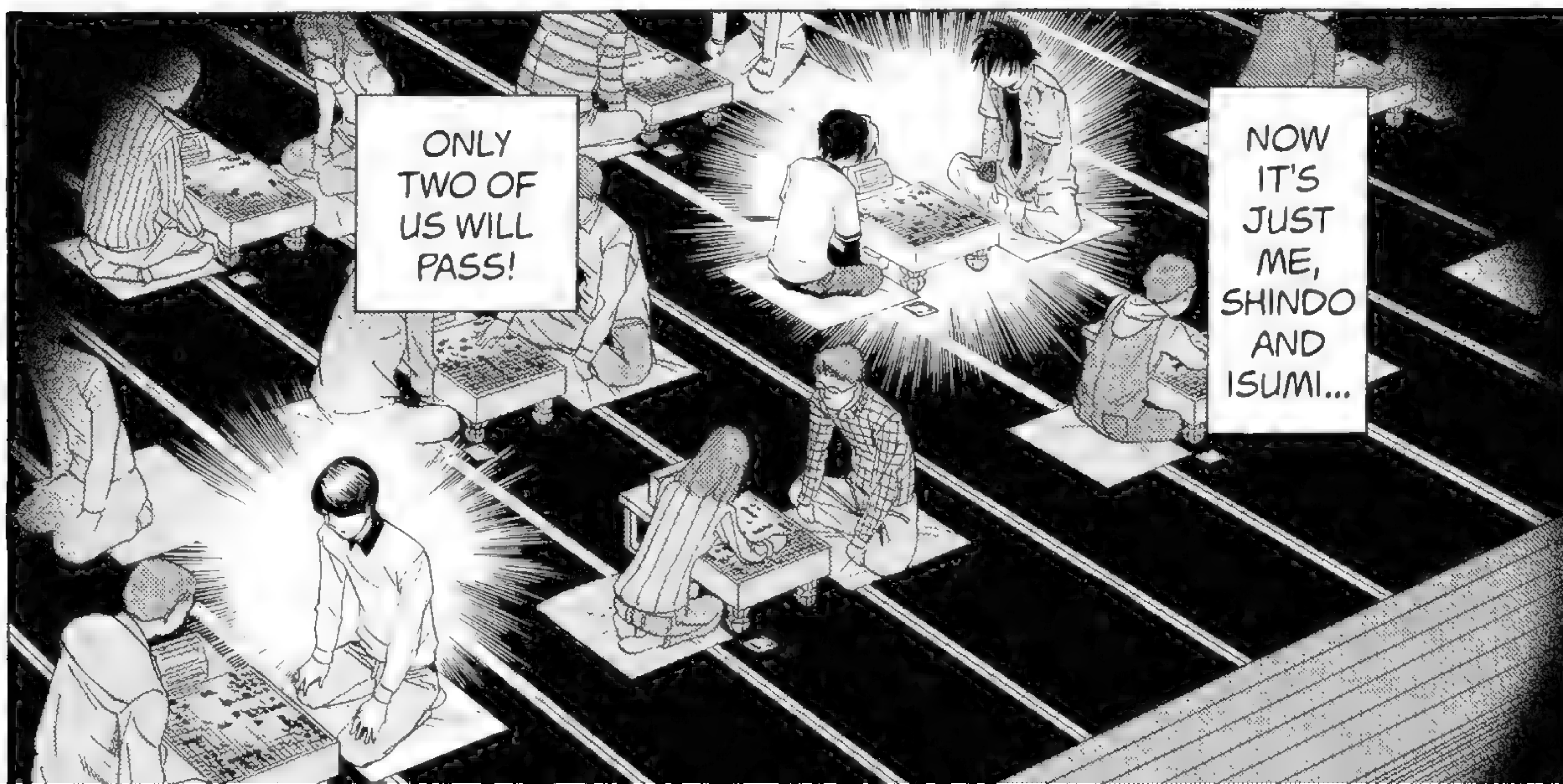
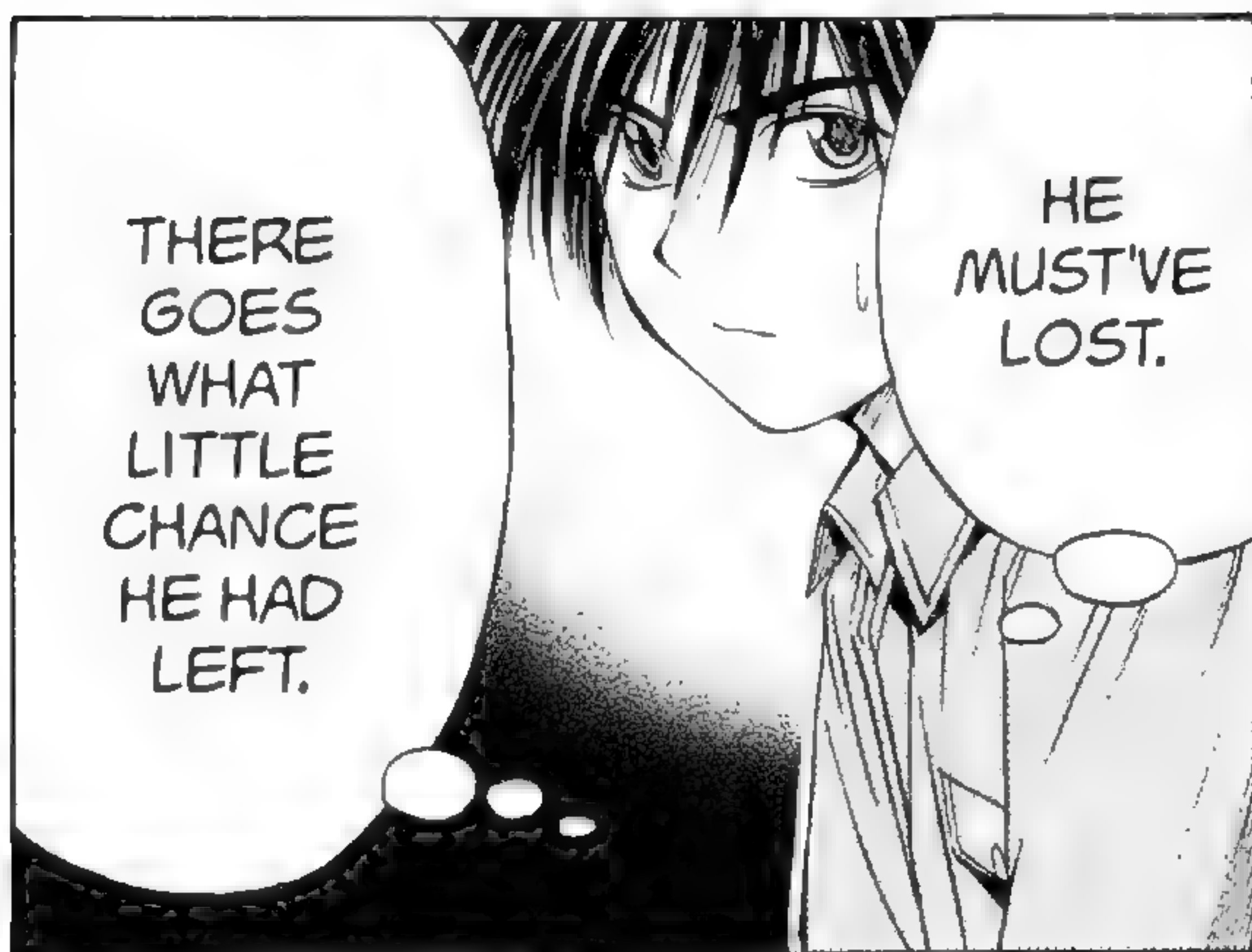


I'LL MAKE IT,
SO LONG AS
I DON'T GET
IMPATIENT
AND MAKE A
MISTAKE.



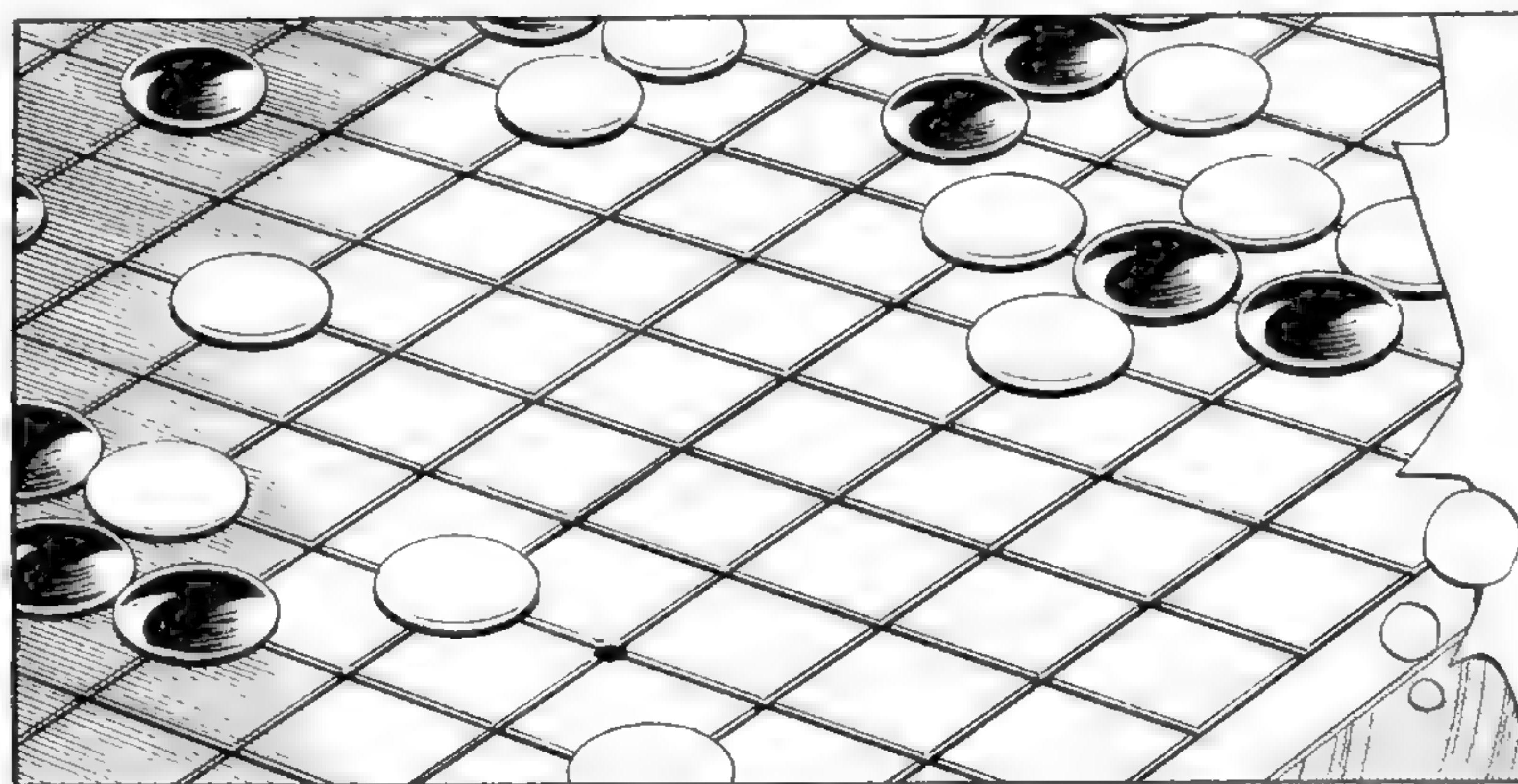
I'M GONNA
PASS,
MORISHITA
SENSEI.







AND I'M
GOING
TO BE
ONE OF
THEM!



HONDA MAY
HAVE DROPPED
OUT, BUT I'M
GOING TO
CLINCH IT WITH
THIS GAME.



COME
ON...

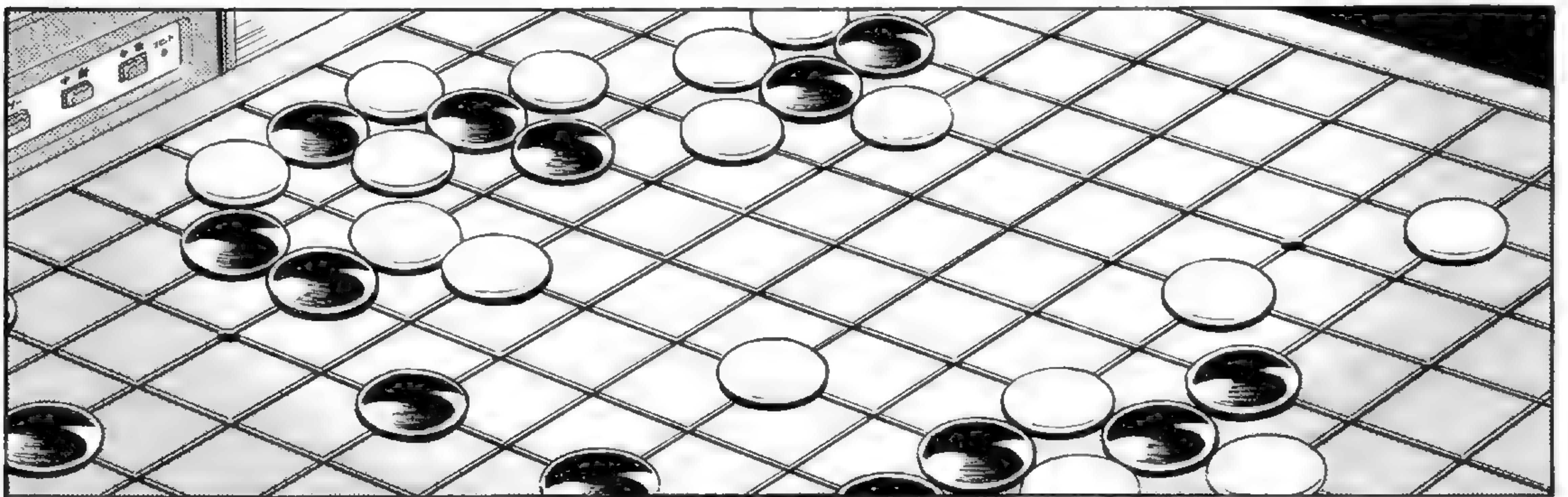


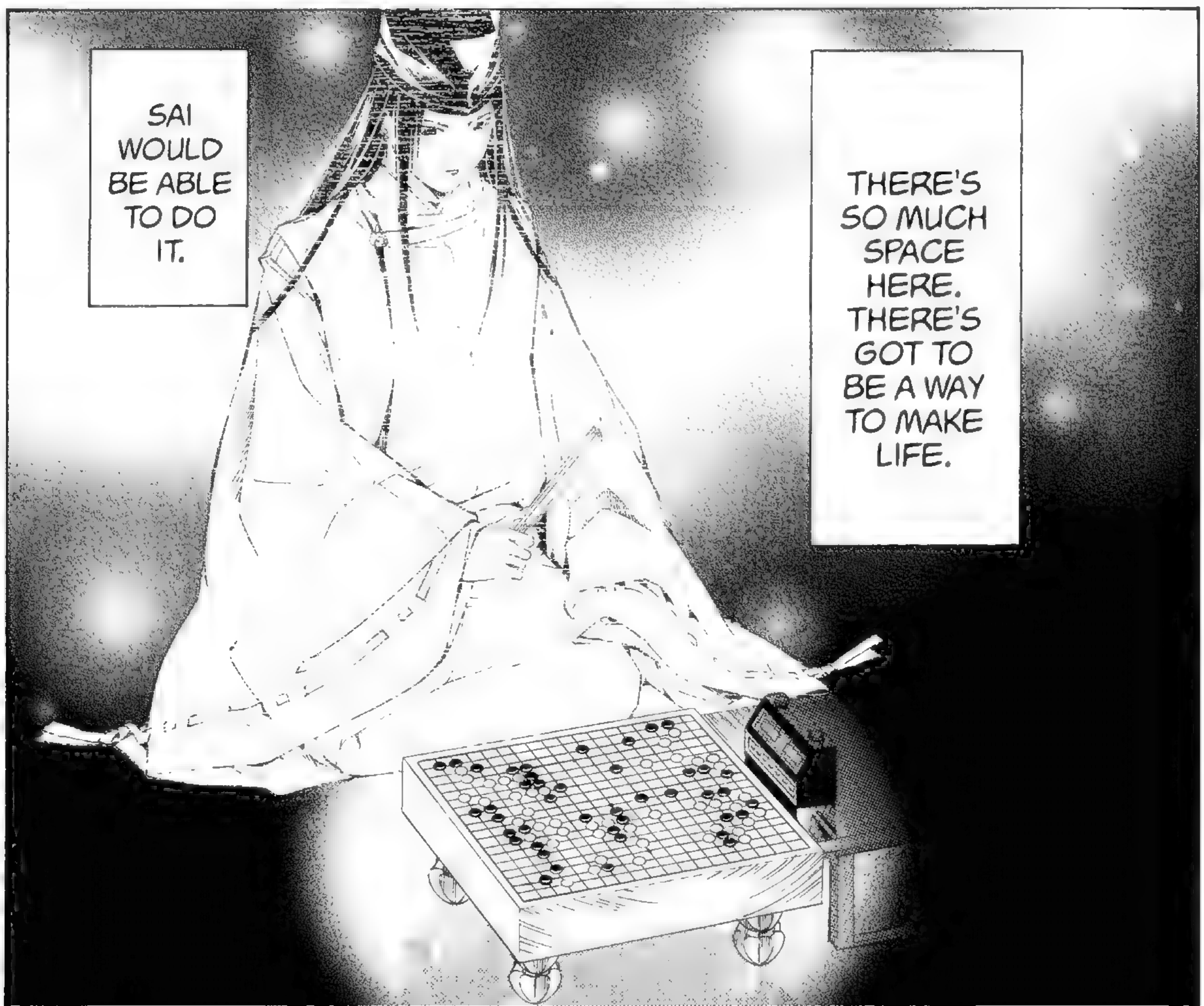
PLAY
ANYWHERE
YOU WANT.



DARN
IT...

HMM...





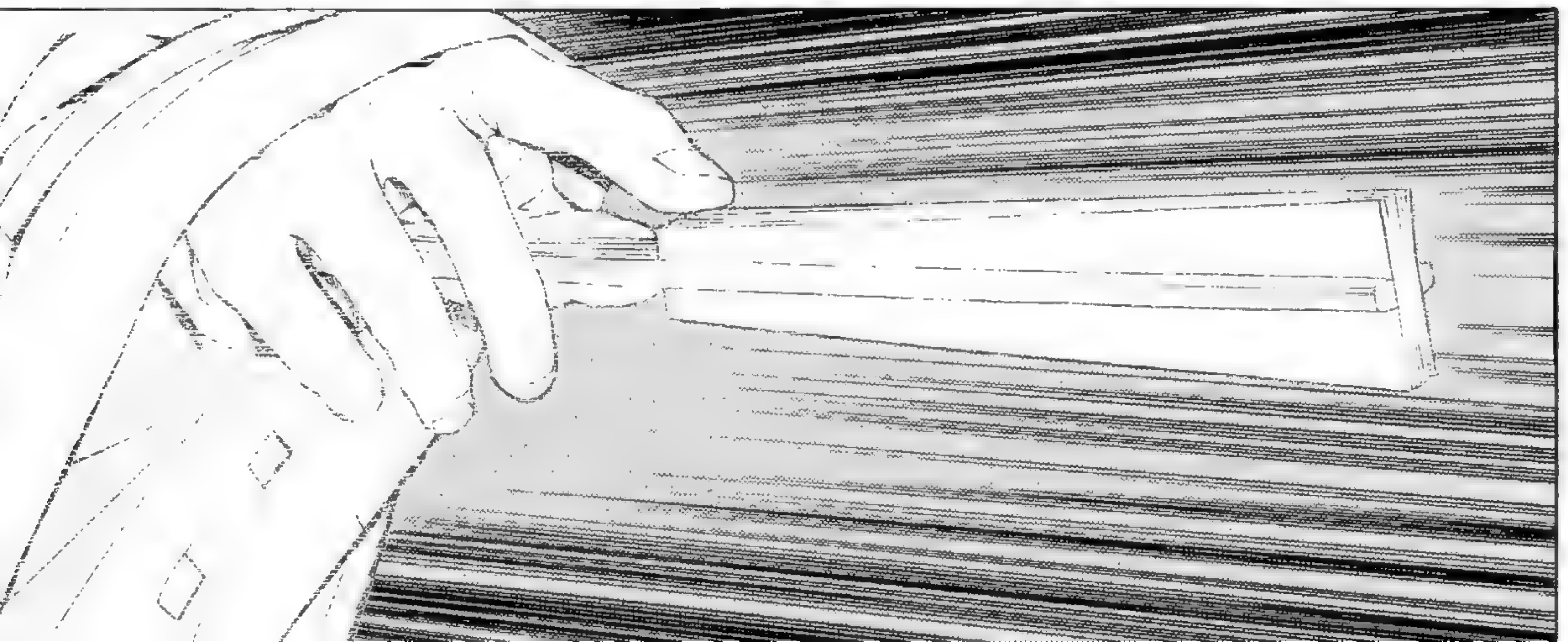
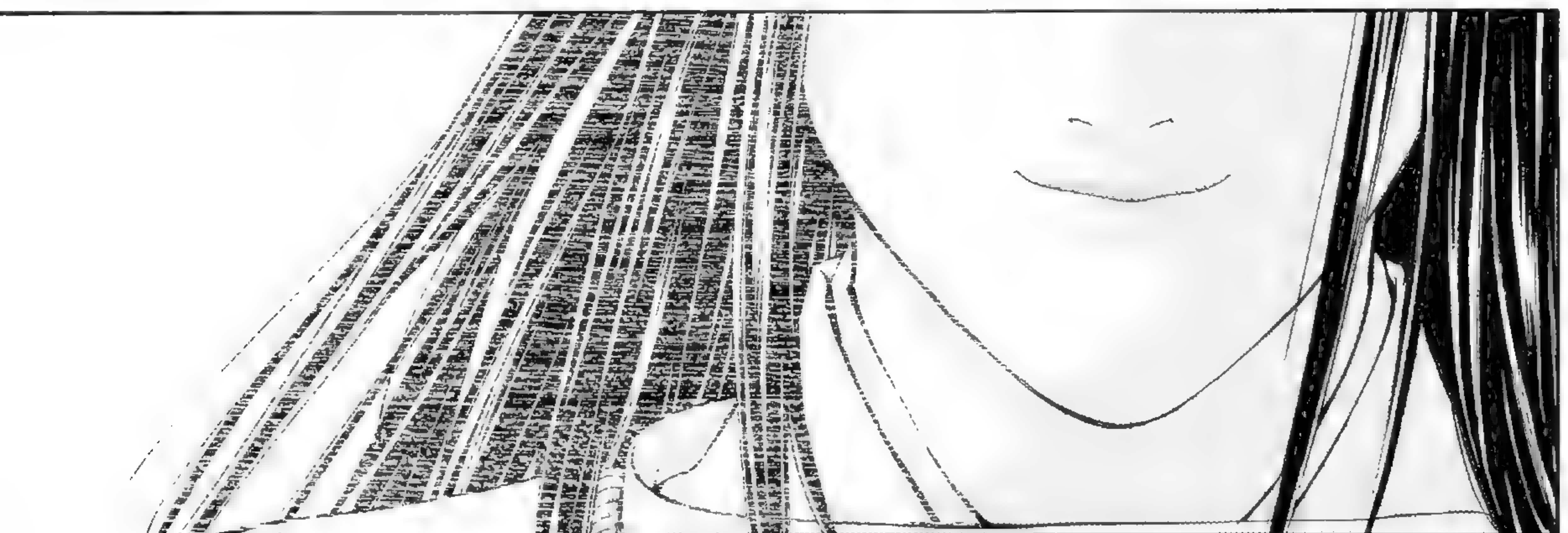
THEN...

IF SAI
PLAYED
HERE...

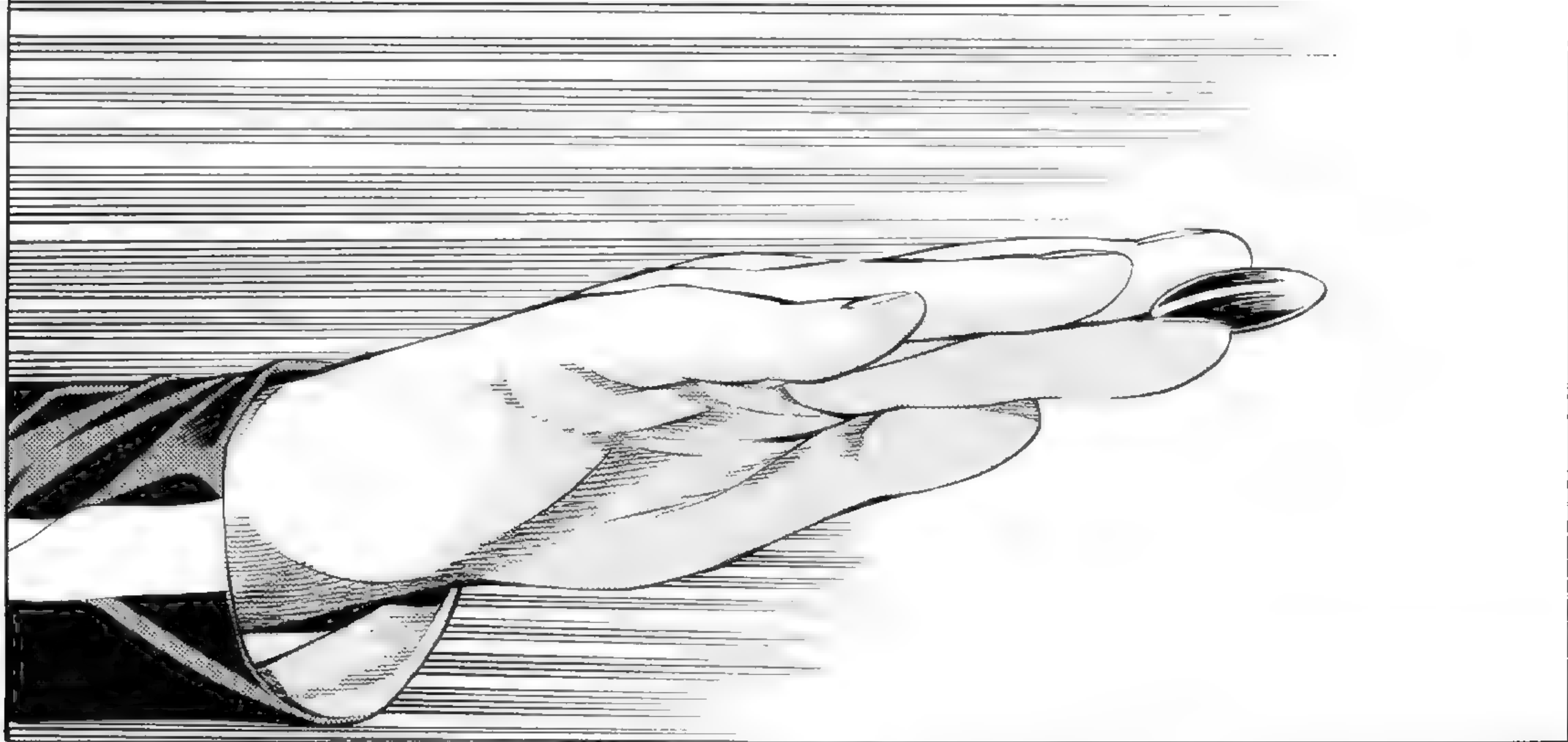
I HAVE
TO
THINK
LIKE
WAYA.
WHERE
WOULD
HE GO?

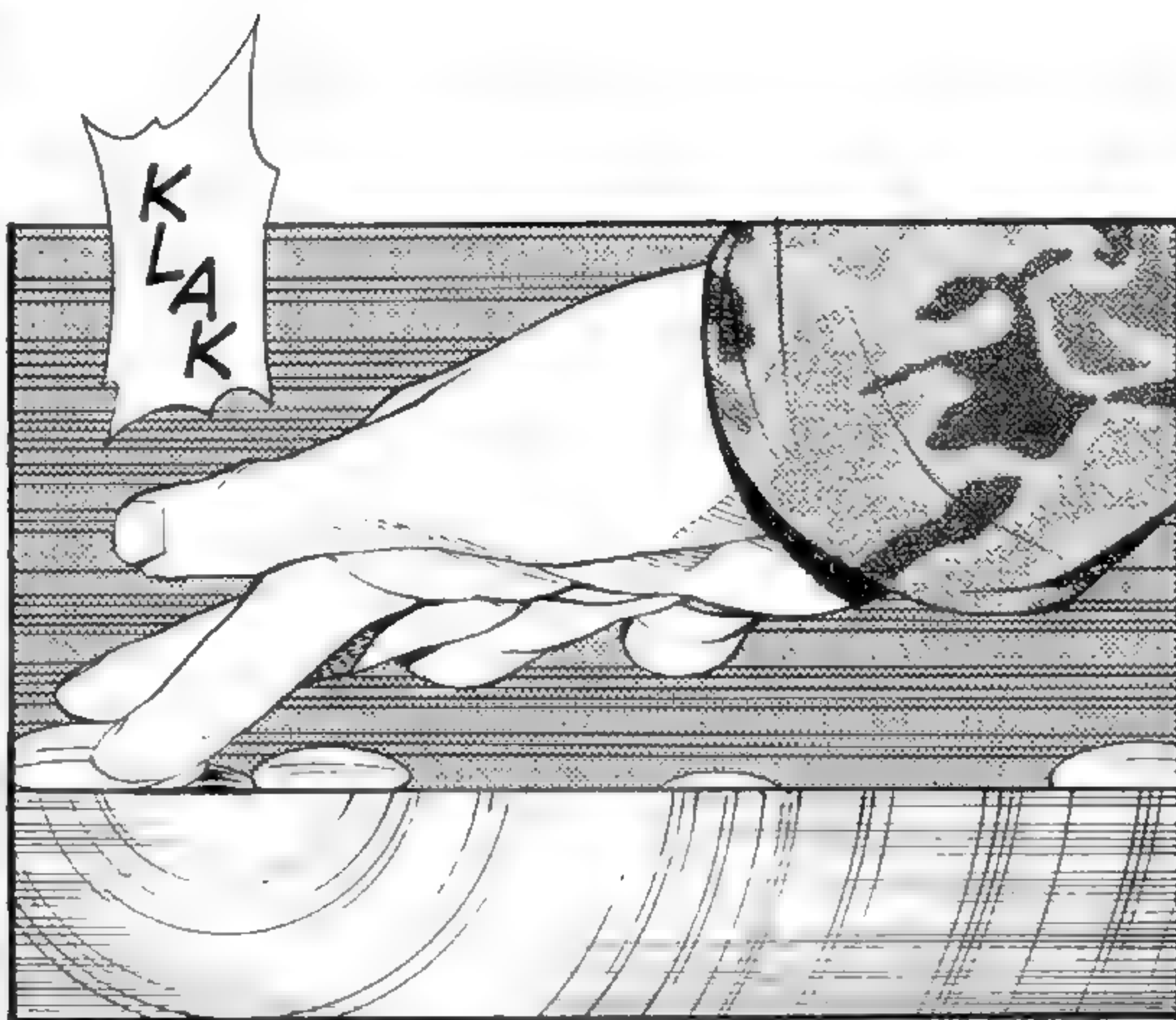
WOULD
HE THINK
THAT
BLACK
CAN FIND
LIFE?

WAYA HAS
TO KILL
THESE
BLACK
STONES.











.....

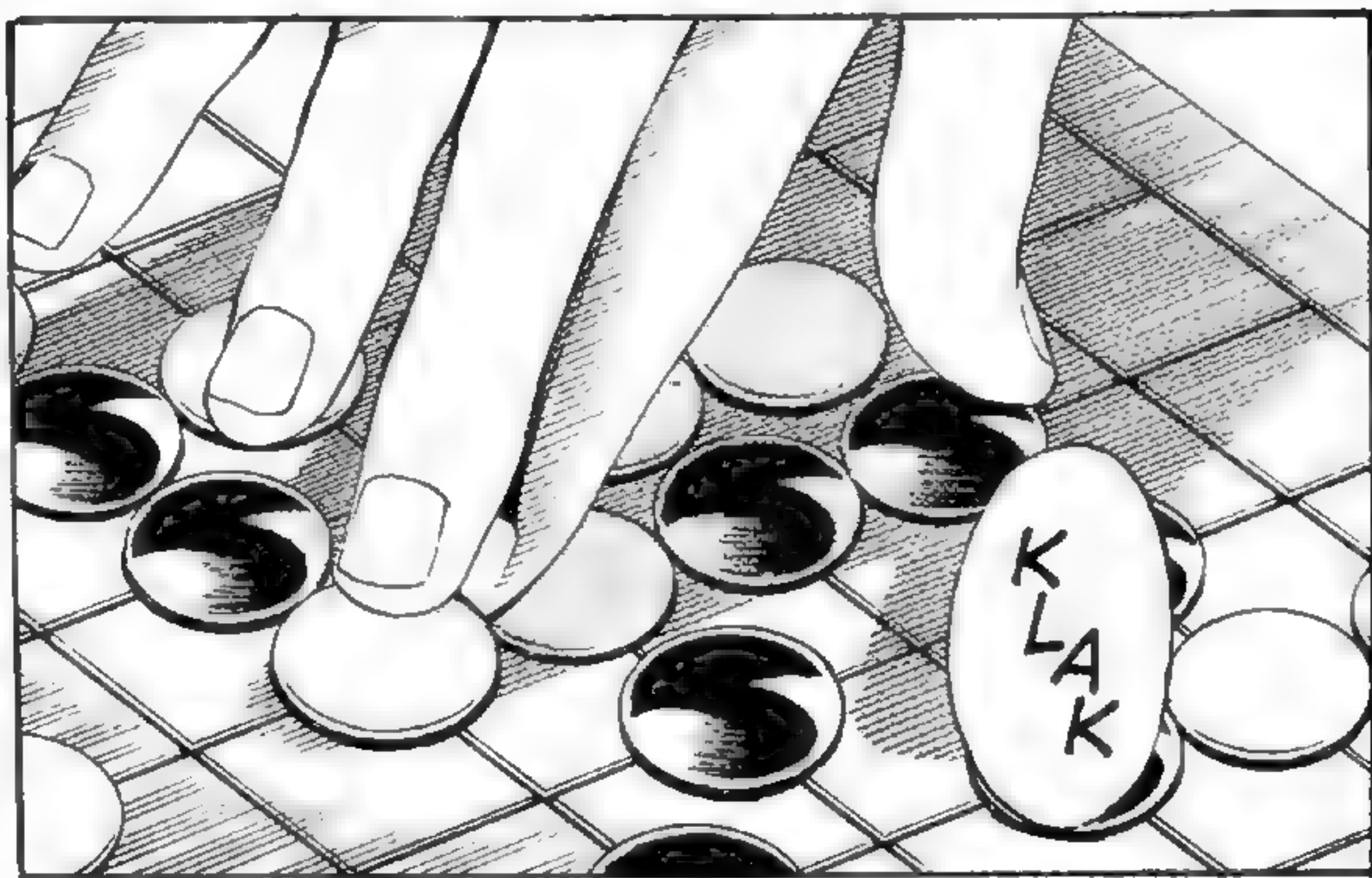


THAT
MOVE...

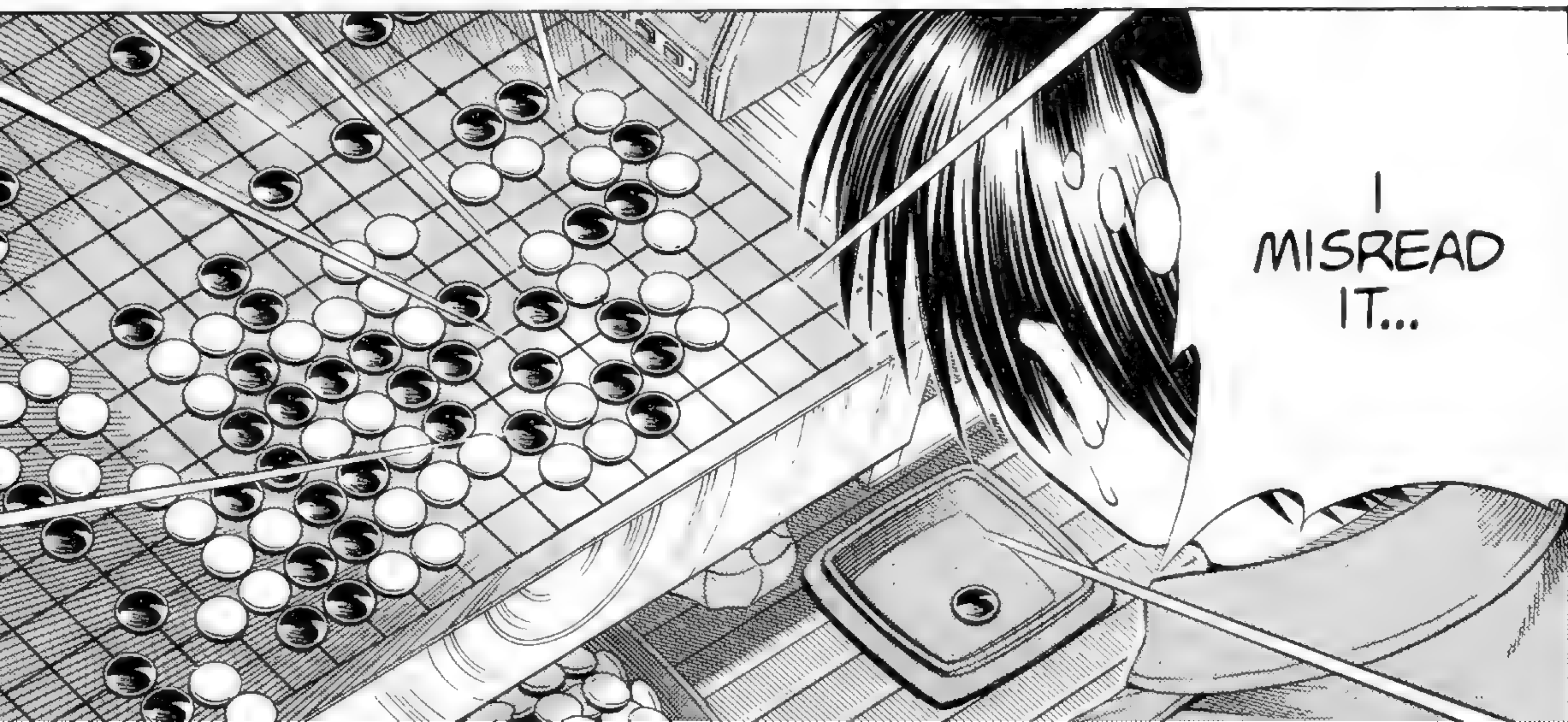
WHAT
?!



K
L
A
K



K
L
A
K



I
MISREAD
IT...



DOES
THIS
MEAN
THAT
BLACK
LIVES?

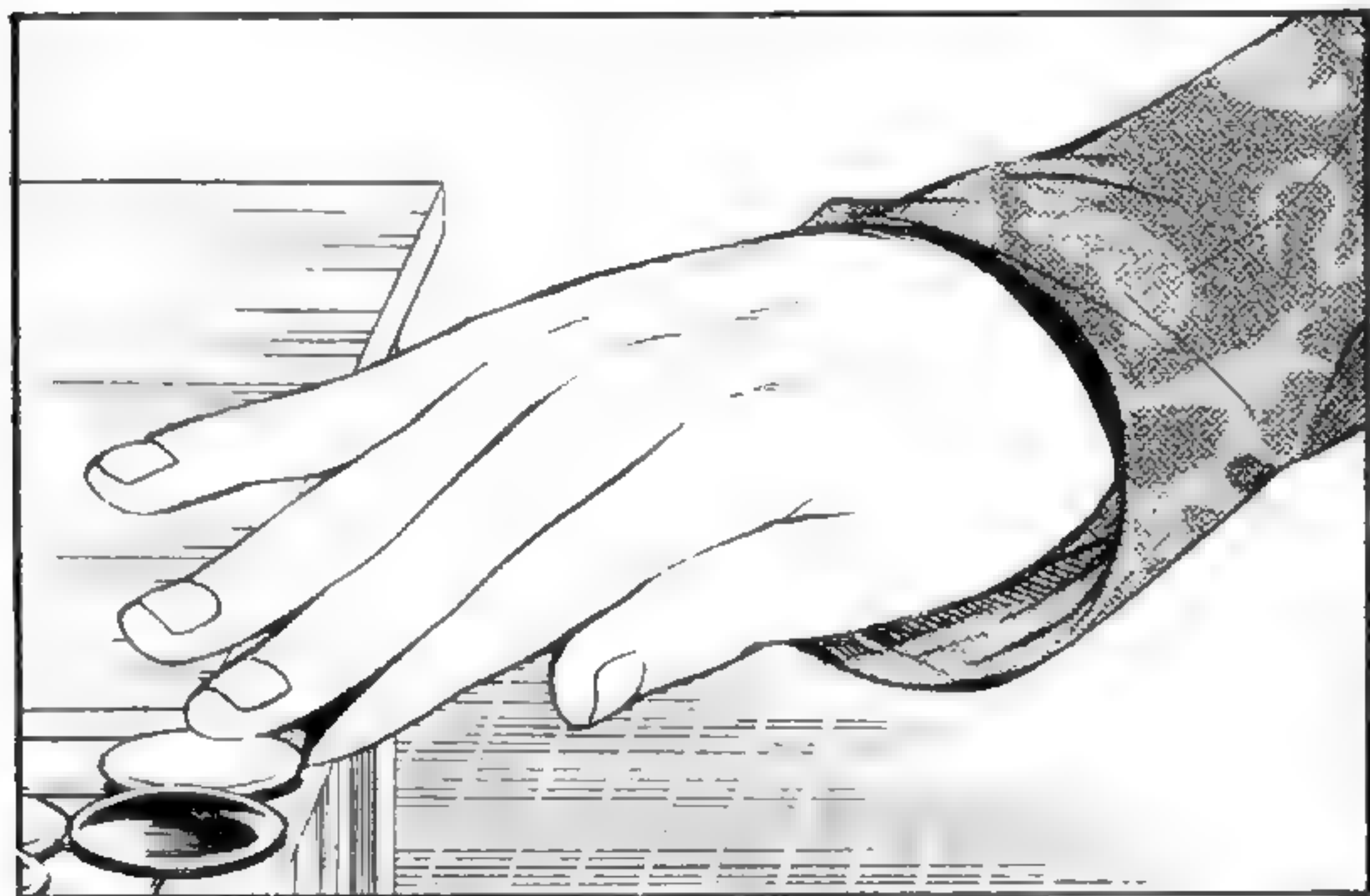
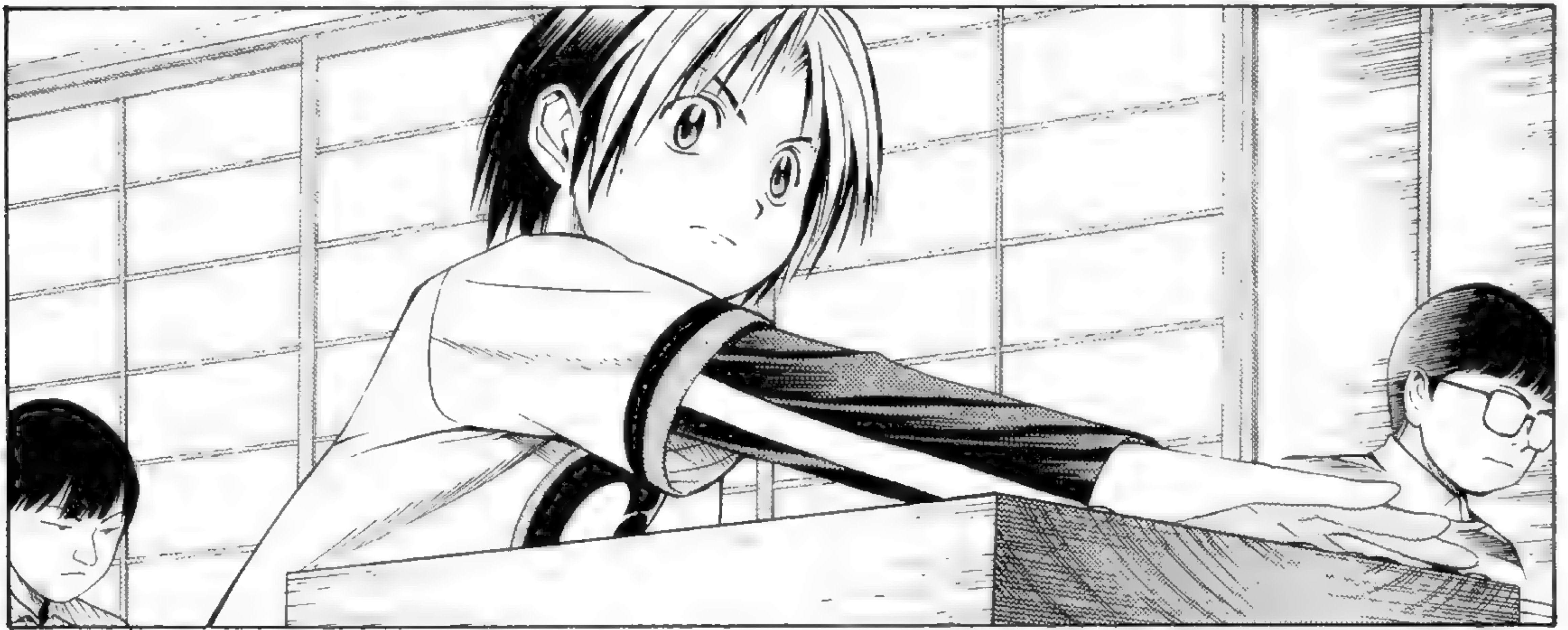
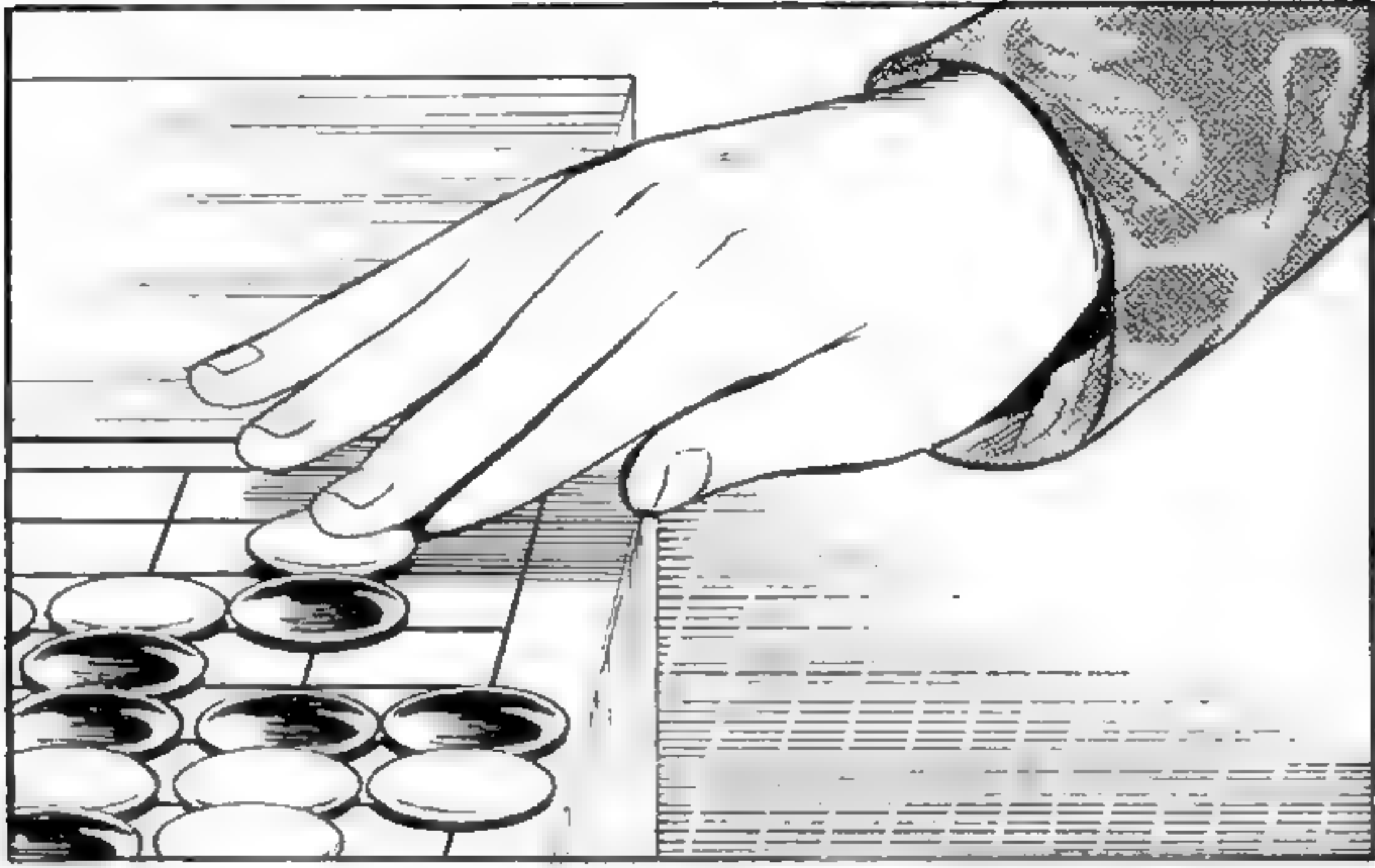


As long as
Hikaru
makes no
mistakes
with the
follow-up...

Yes...



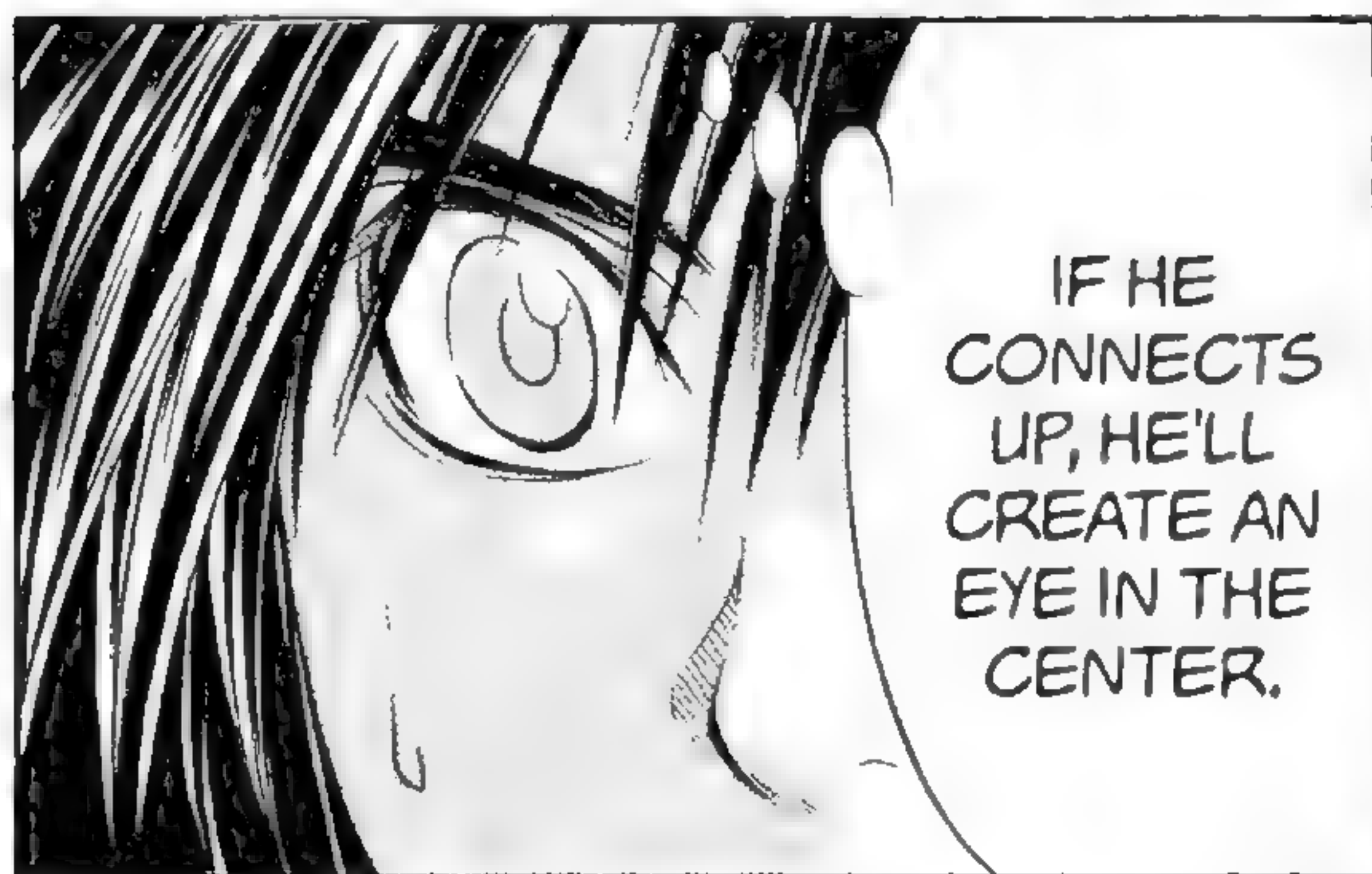
...Black
will make
life!





You
discovered
the only
possible way
to find life.

You did it,
Hikaru...

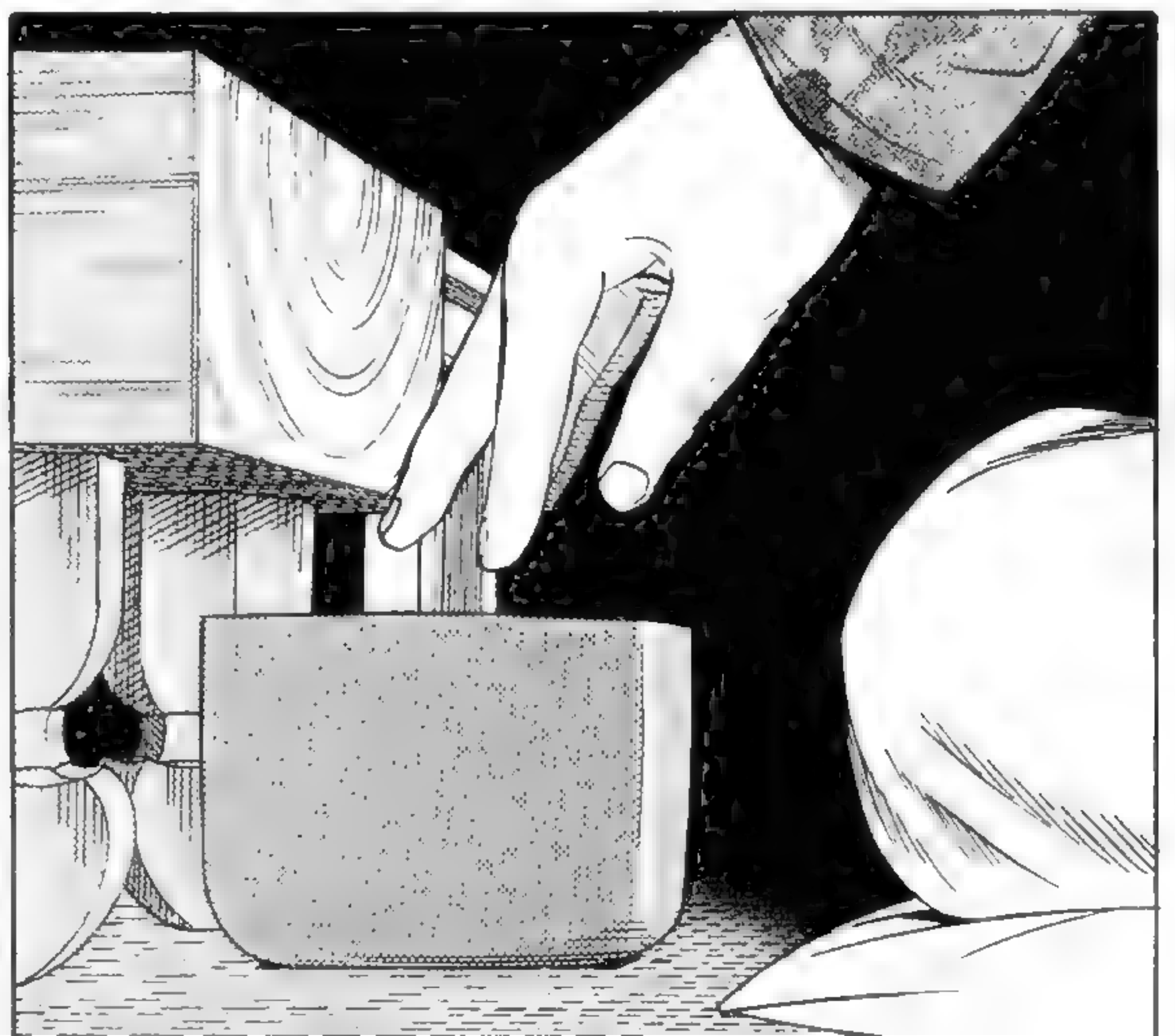
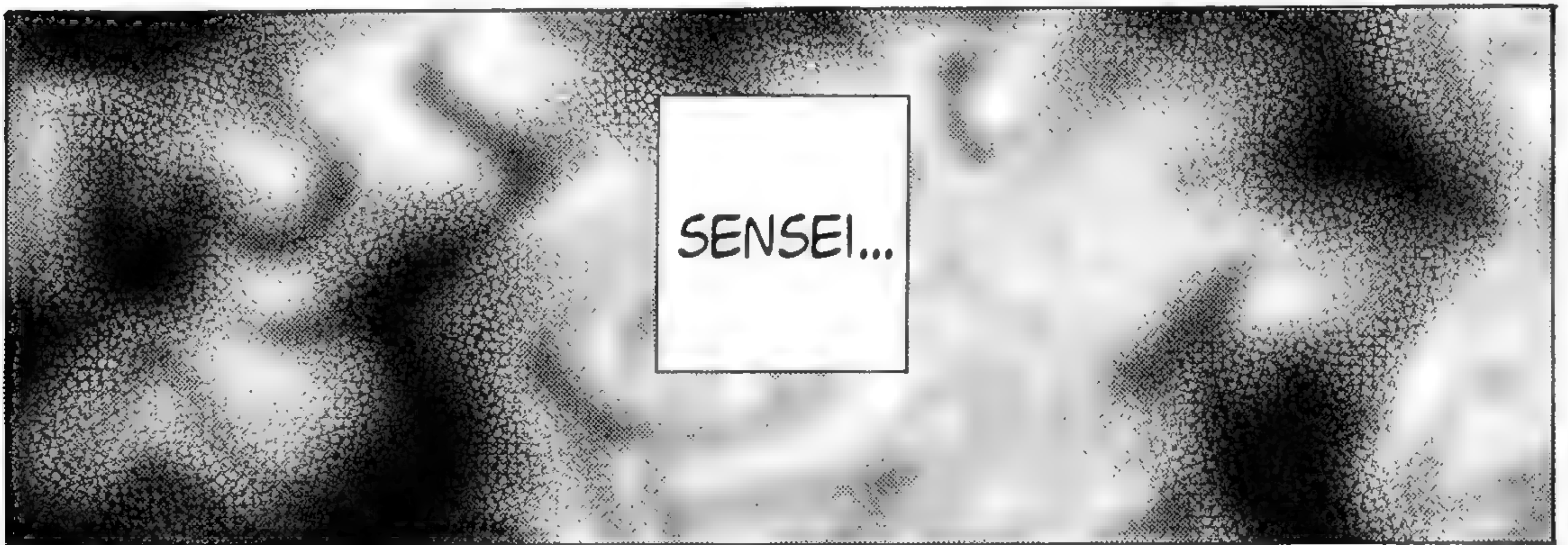


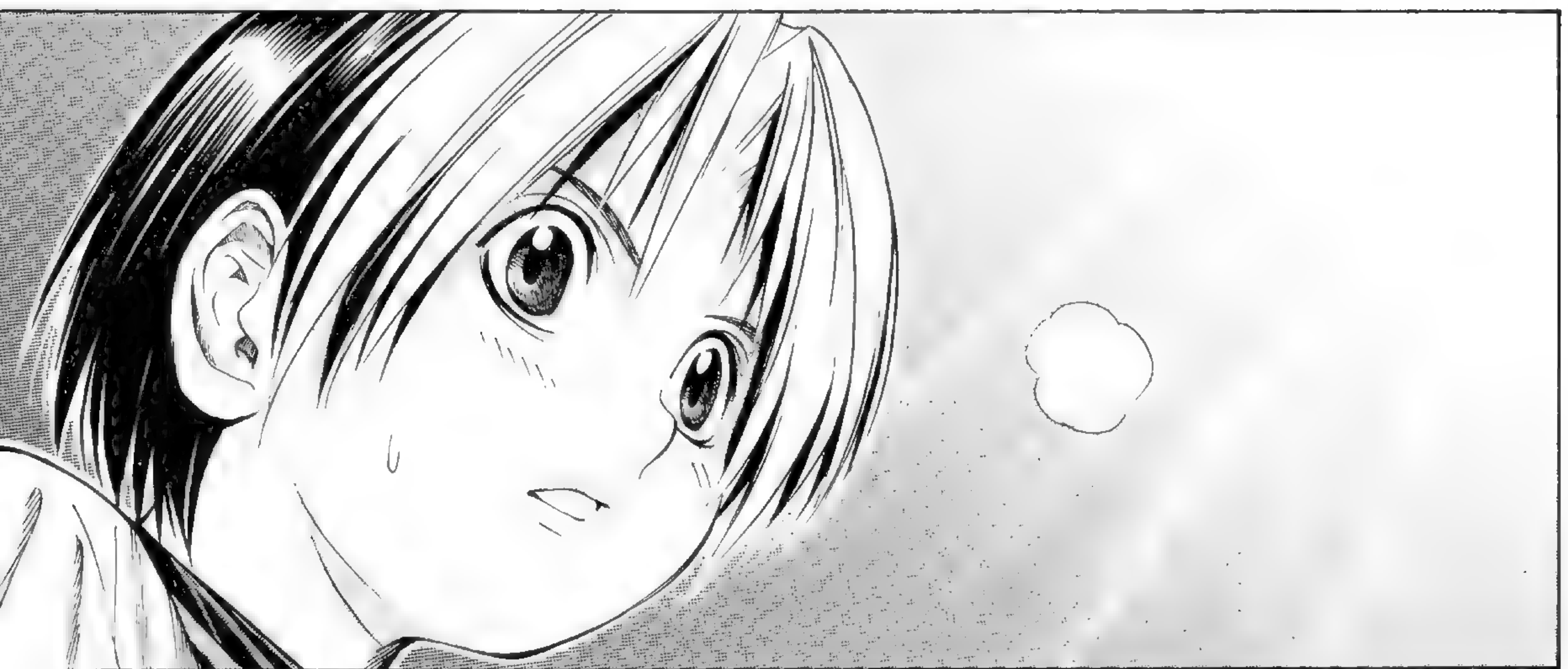
IF HE
CONNECTS
UP, HE'LL
CREATE AN
EYE IN THE
CENTER.



.....







THE HONG KONG EDITION LOOKS
JUST LIKE THE JAPANESE ONE,
ONLY IT DOESN'T USE HONORIFICS!

*EACH CHARACTER IS JUST SAYING
THE OTHER CHARACTER'S NAME!

FROM THE **HONG KONG** VERSION

伊角!
和谷!?

三谷!

カ"タ"

筒井...

三谷!

筒井?

金子。

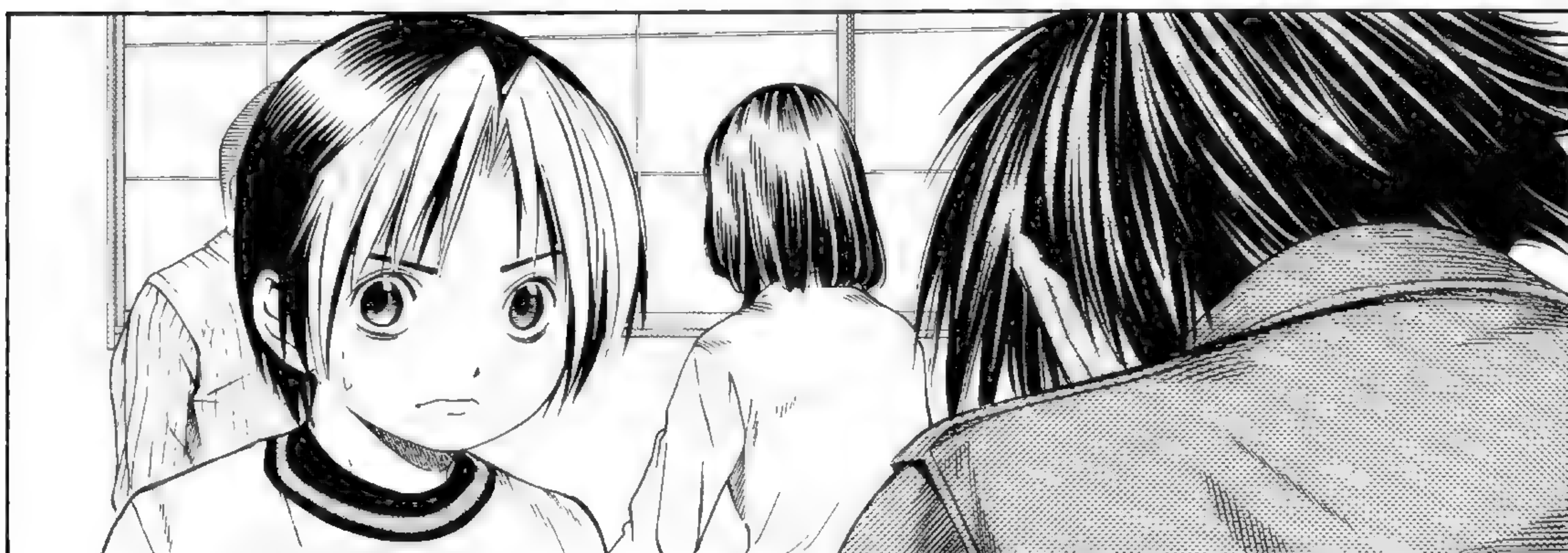
和谷!

冴木!

伊角...

Game 92 "Beat Shindo!"





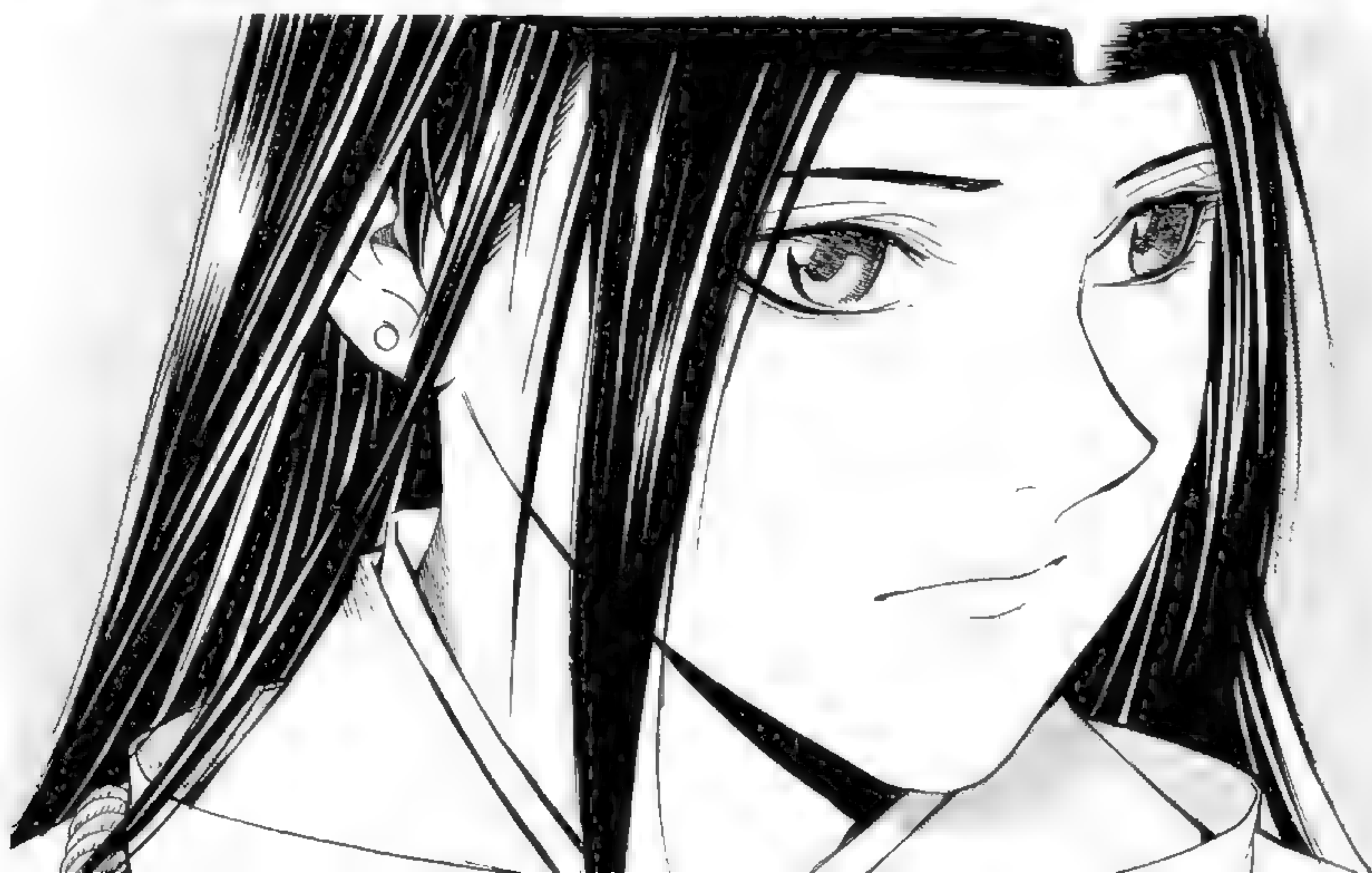


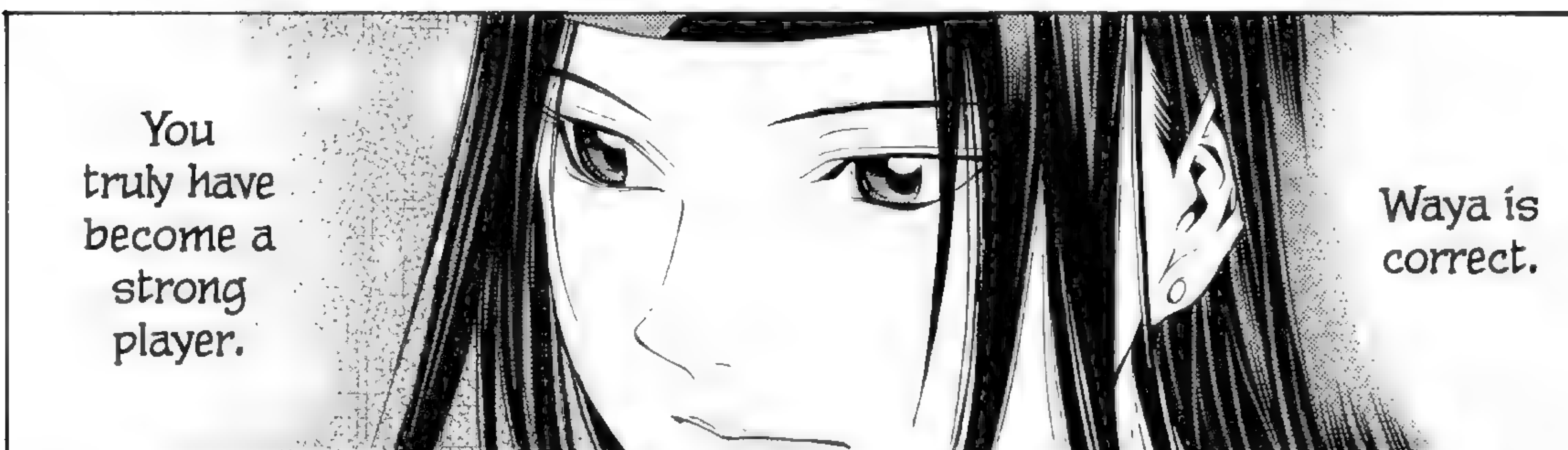
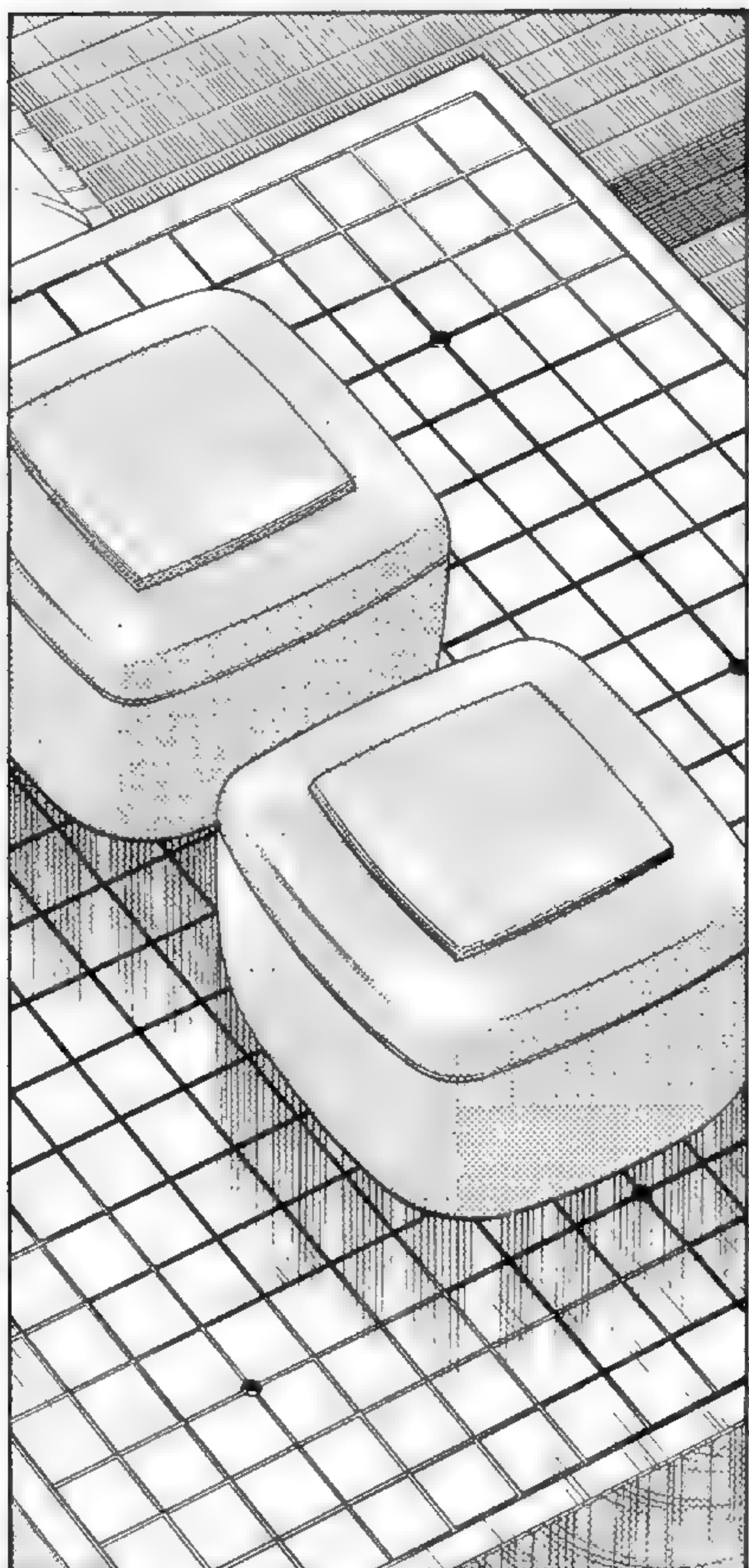
SAI...

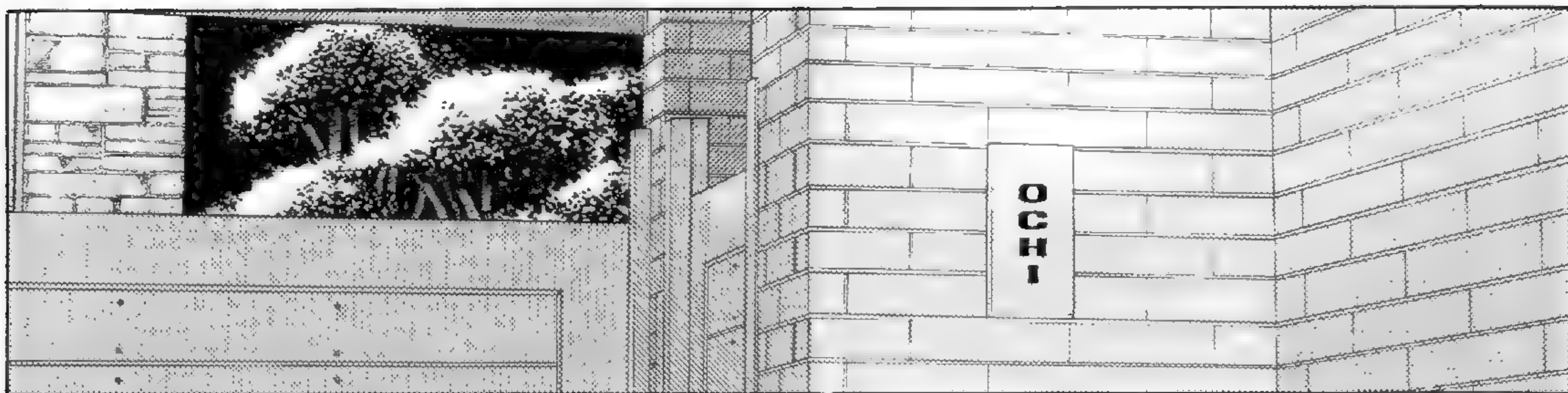


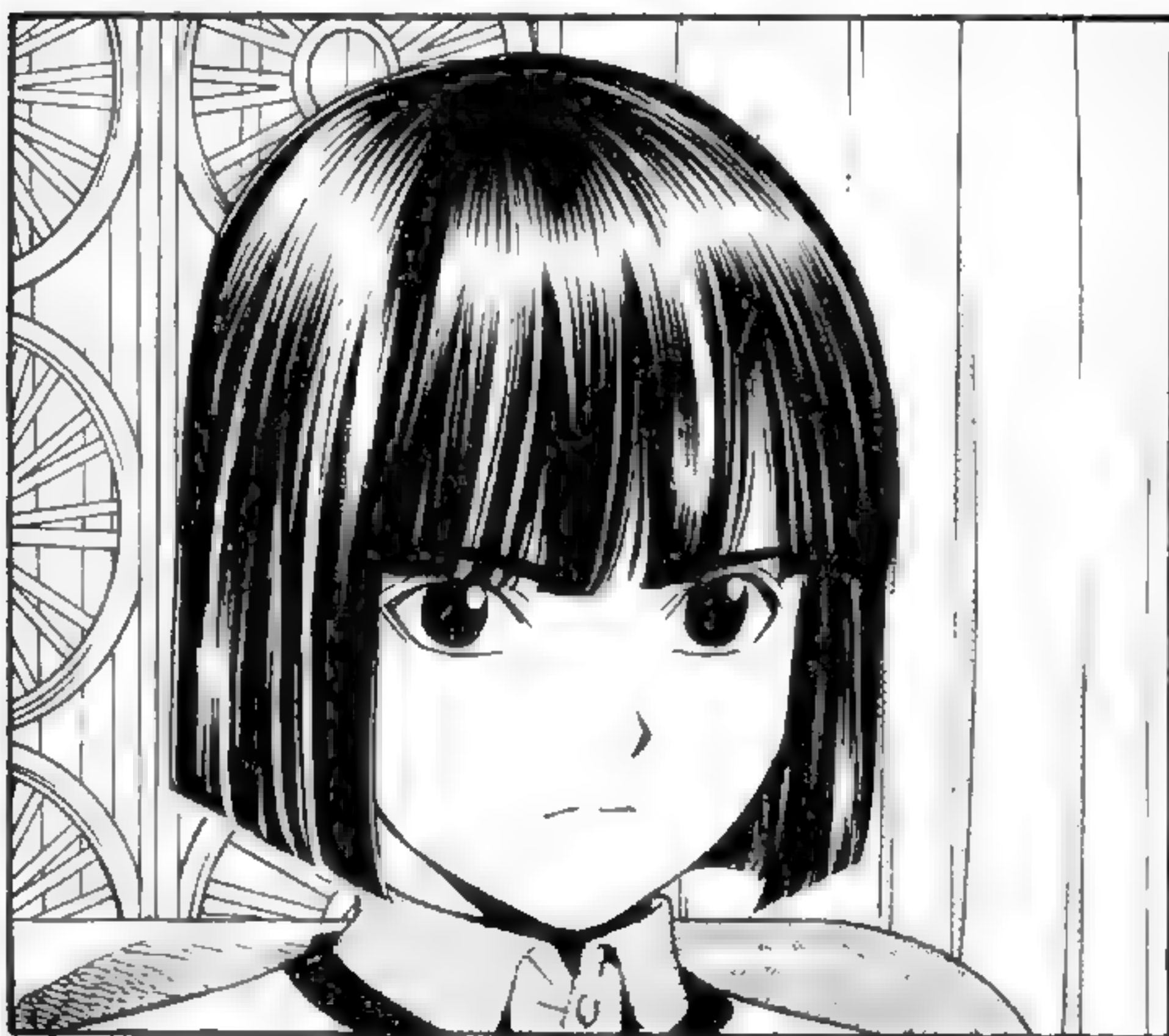
REMEMBER
THAT REALLY
STRONG
ONLINE
PLAYER
NAMED
"SAI"?

REMEMBER...











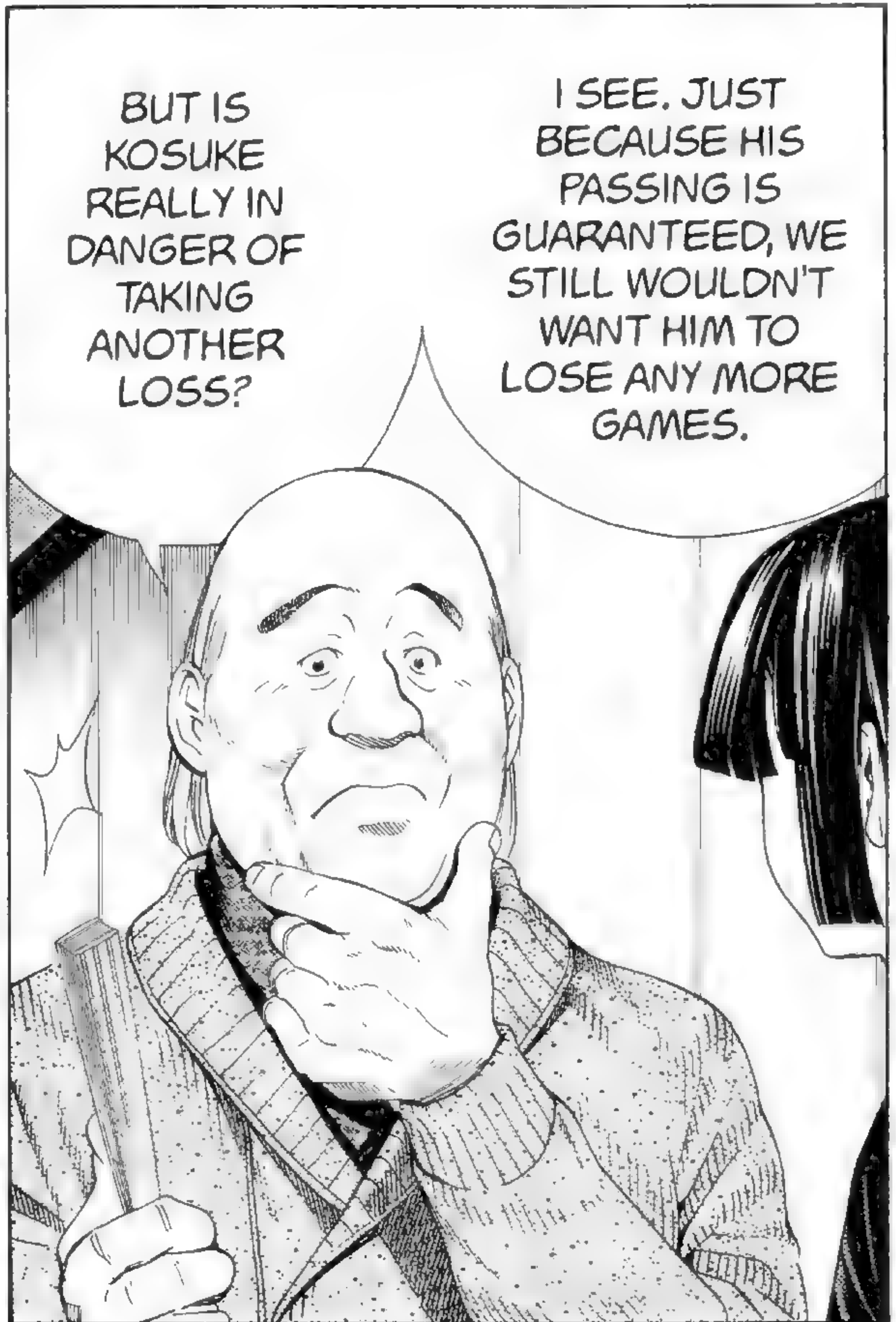


PERHAPS IT
WOULD BE
BETTER TO WAIT
UNTIL **AFTER**
KOSUKE'S FINAL
MATCH.



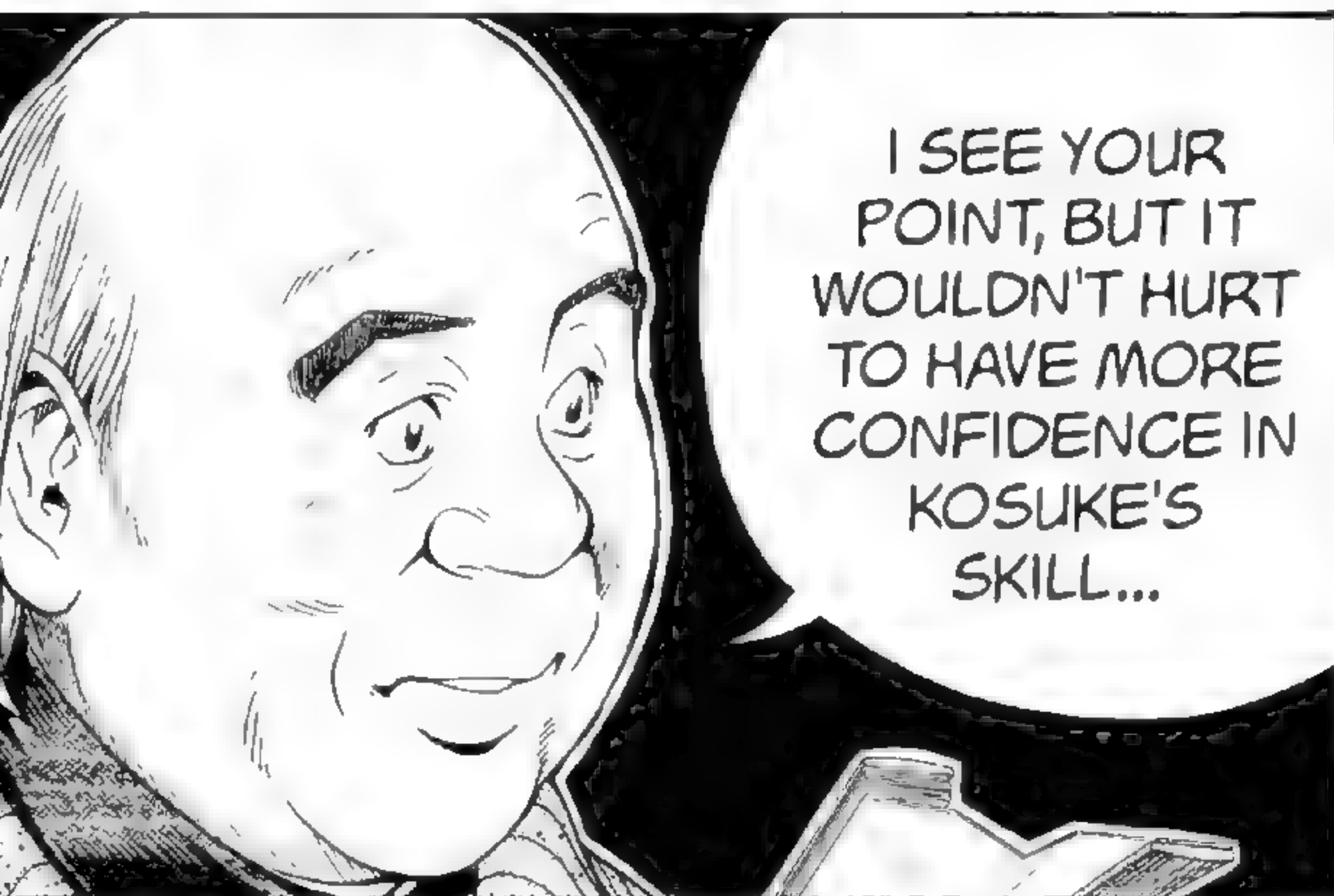
NO
MATTER
WHO THE
OPPONENT
IS, ONE
SHOULD
NEVER
LOSE
FOCUS.

WELL...
NO, BUT...



BUT IS
KOSUKE
REALLY IN
DANGER OF
TAKING
ANOTHER
LOSS?

I SEE. JUST
BECAUSE HIS
PASSING IS
GUARANTEED, WE
STILL WOULDN'T
WANT HIM TO
LOSE ANY MORE
GAMES.



I SEE YOUR
POINT, BUT IT
WOULDN'T HURT
TO HAVE MORE
CONFIDENCE IN
KOSUKE'S
SKILL...



KOSUKE,
IS YOUR
LAST
OPPONENT
SUCH A
THREAT?



YOU'LL
LOSE IF
YOU
MISJUDGE
HIM!



SHINDO'S
NOT
WORTH-!!



THEN
WILL YOU
CONSIDER
ME A
RIVAL?

FINE!
BUT IF I
WIN MY
FINAL
MATCH...

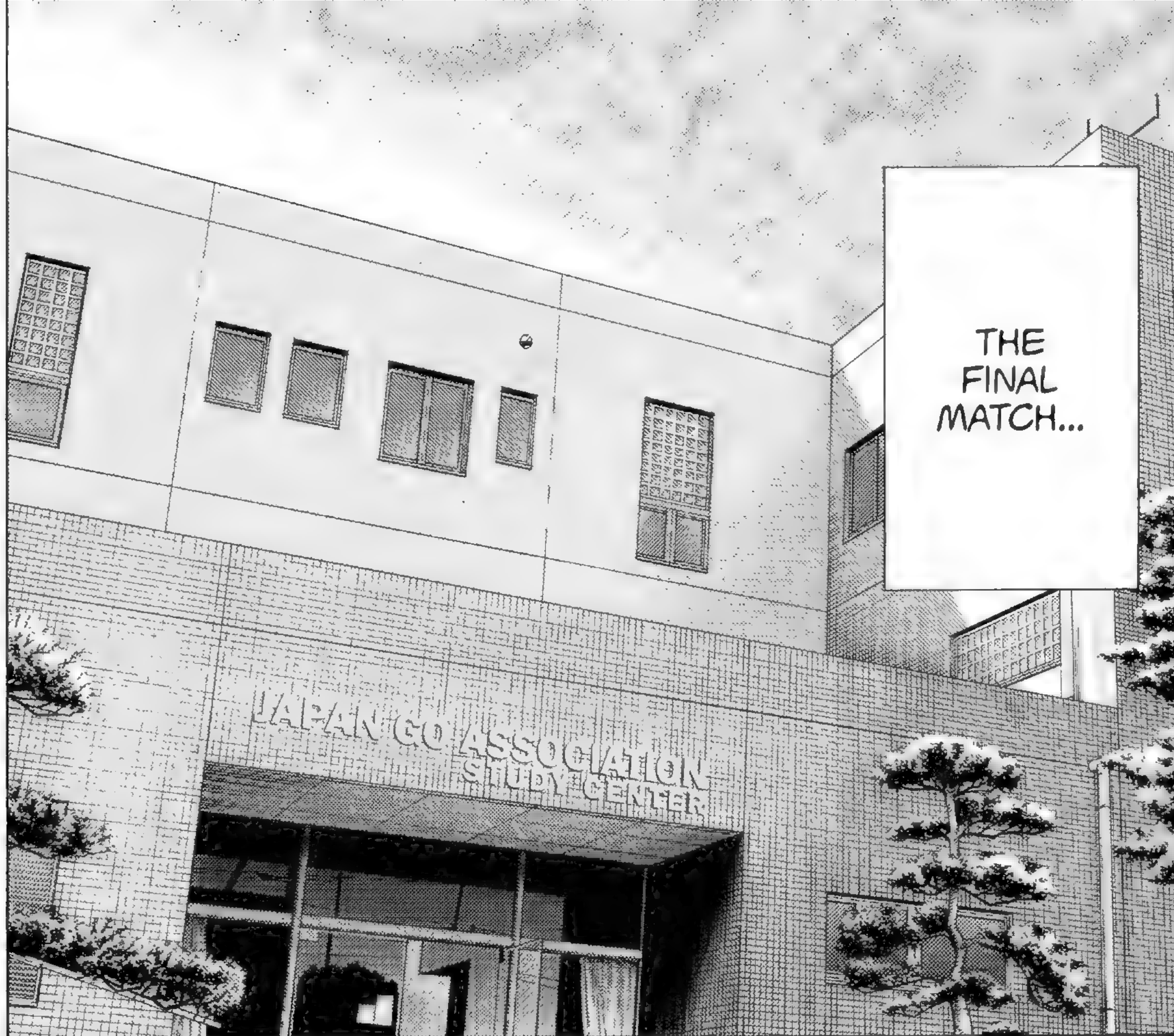


IF I
WIN...

WHAT?







THE
FINAL
MATCH...



DON'T
FORGET
ABOUT
SHINDO.
THINK HE'LL
BEAT OCHI?

THAT
MEANS
WAYA AND
ISUMI WILL
HAVE A
PLAYOFF
GAME.

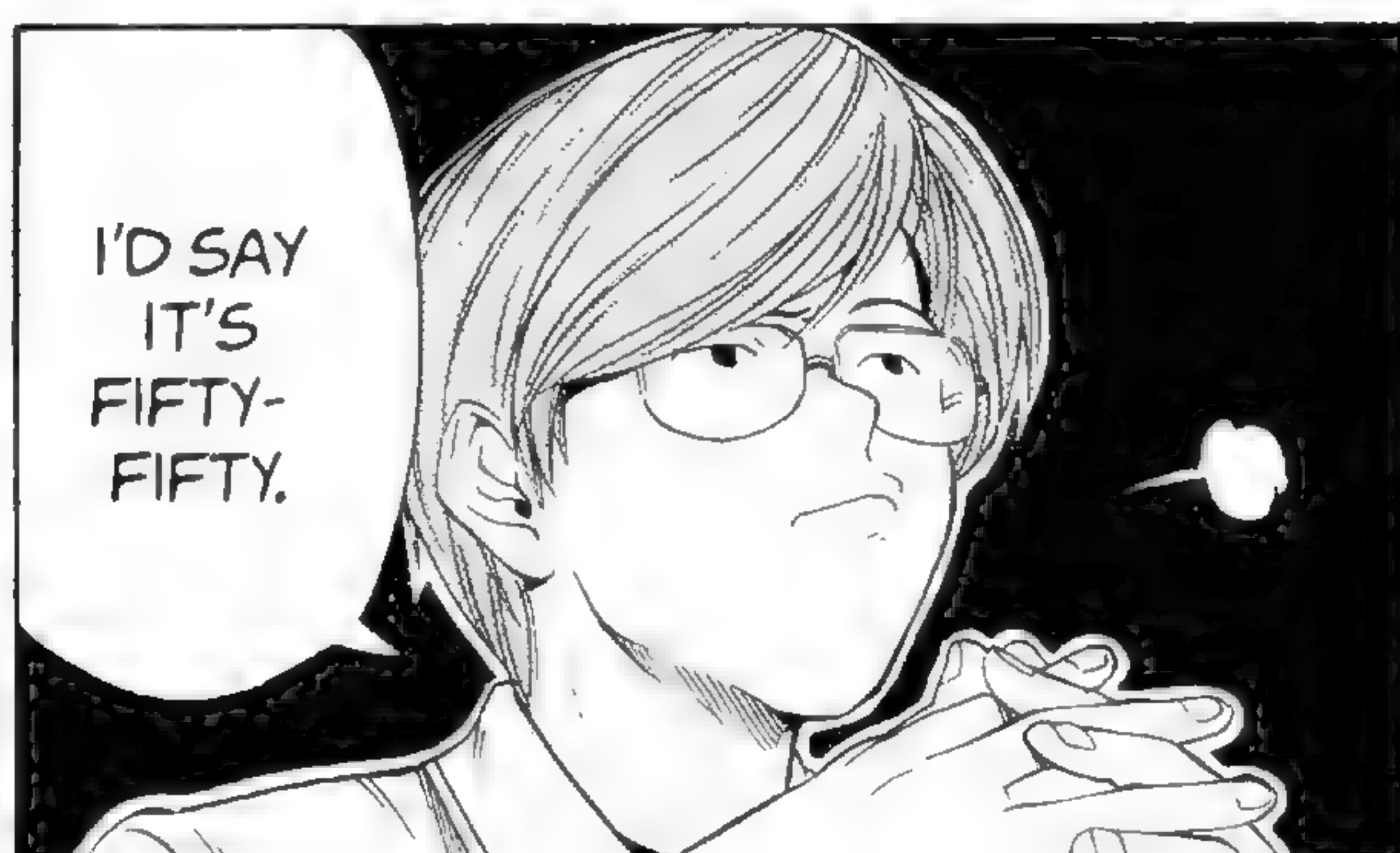
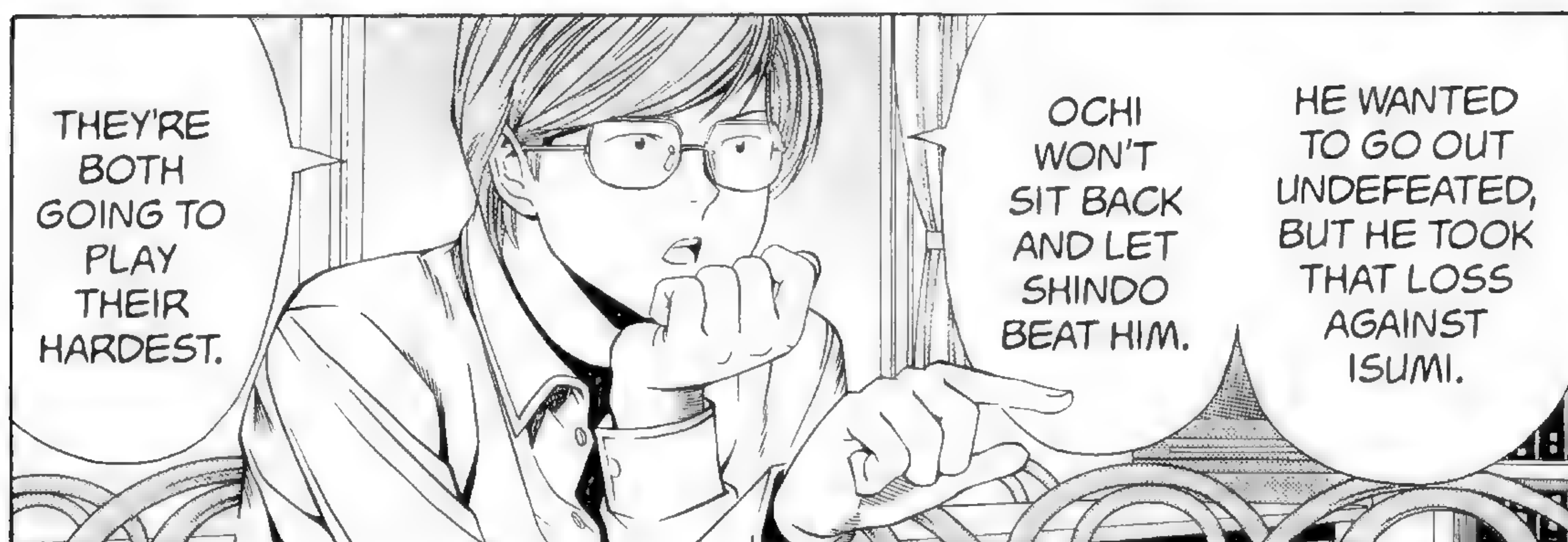


IT'S TOO
BAD FOR
WAYA, BUT
FUKU HAS
THE
ADVANTAGE.



WAYA'S
ALREADY
WEAK
AGAINST
FUKU, AND
HE'S UNDER
A LOT OF
PRESSURE.

RIGHT...





YES. ISUMI
HAS FOUR
LOSSES AND
BOTH WAYA
AND SHINDO
HAVE THREE.

SENSEI,
ABOUT THE
PLAYOFFS...



IT'LL BE A
THREE-WAY
BATTLE IF
THEY ALL
END UP
WITH FOUR
LOSSES.



IT ALL
DEPENDS ON
WHAT HAPPENS
TODAY, BUT I
THINK THERE'S
A GOOD
POSSIBILITY
WE'LL HAVE
THEM.



IT WOULD
BE QUITE A
PRODUCTION.

THEN THEY'LL
HAVE TO GO THROUGH
A THREE-WAY DRAW TO
SEE WHO PLAYS WHOM.
THE FIRST GAME WILL
BE TOMORROW, AND
THEN—







TH-THAT'S
WHAT—

Come on,
Hikaru! Say
something
like, "That's
what you
think!"



HUH?

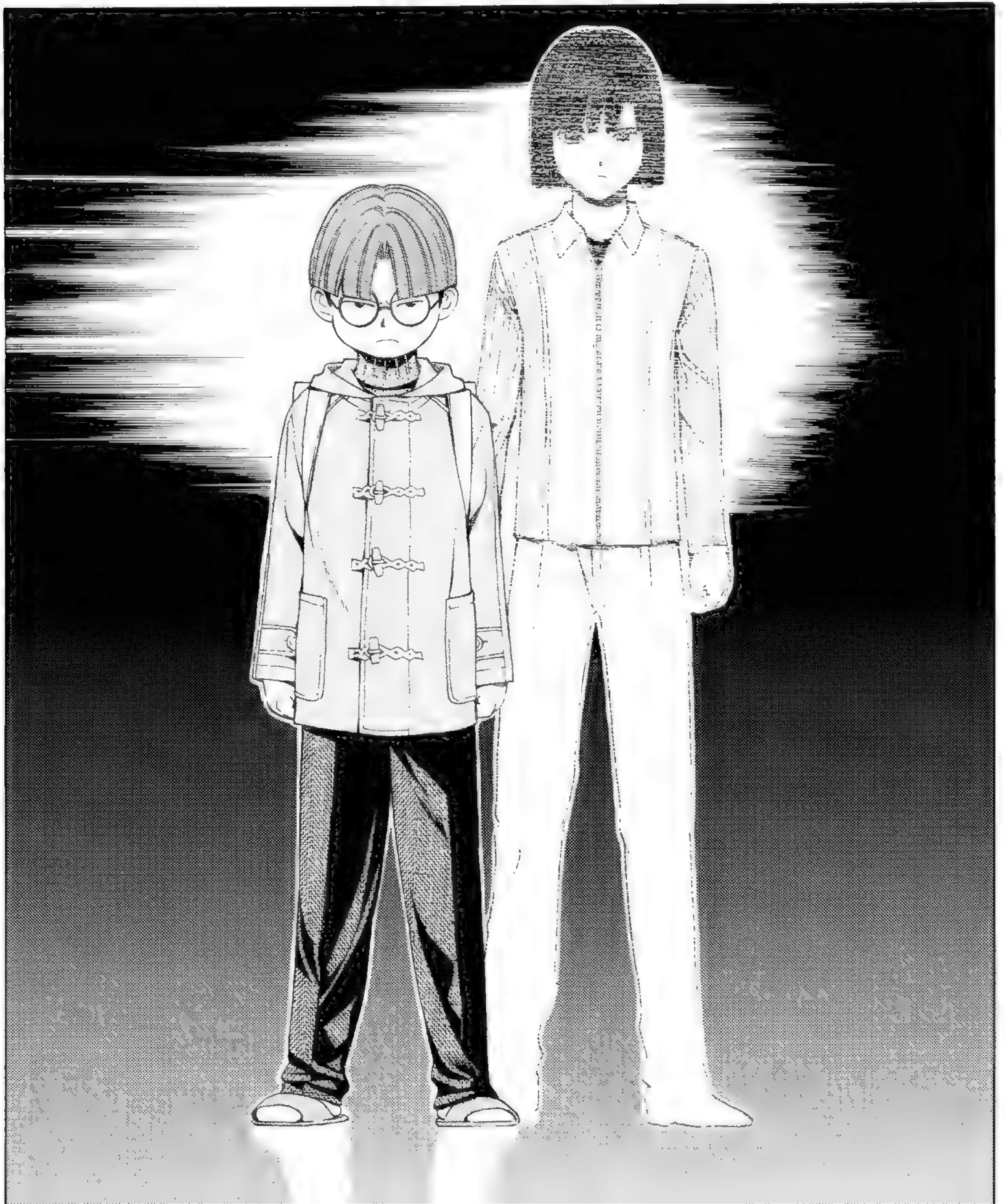


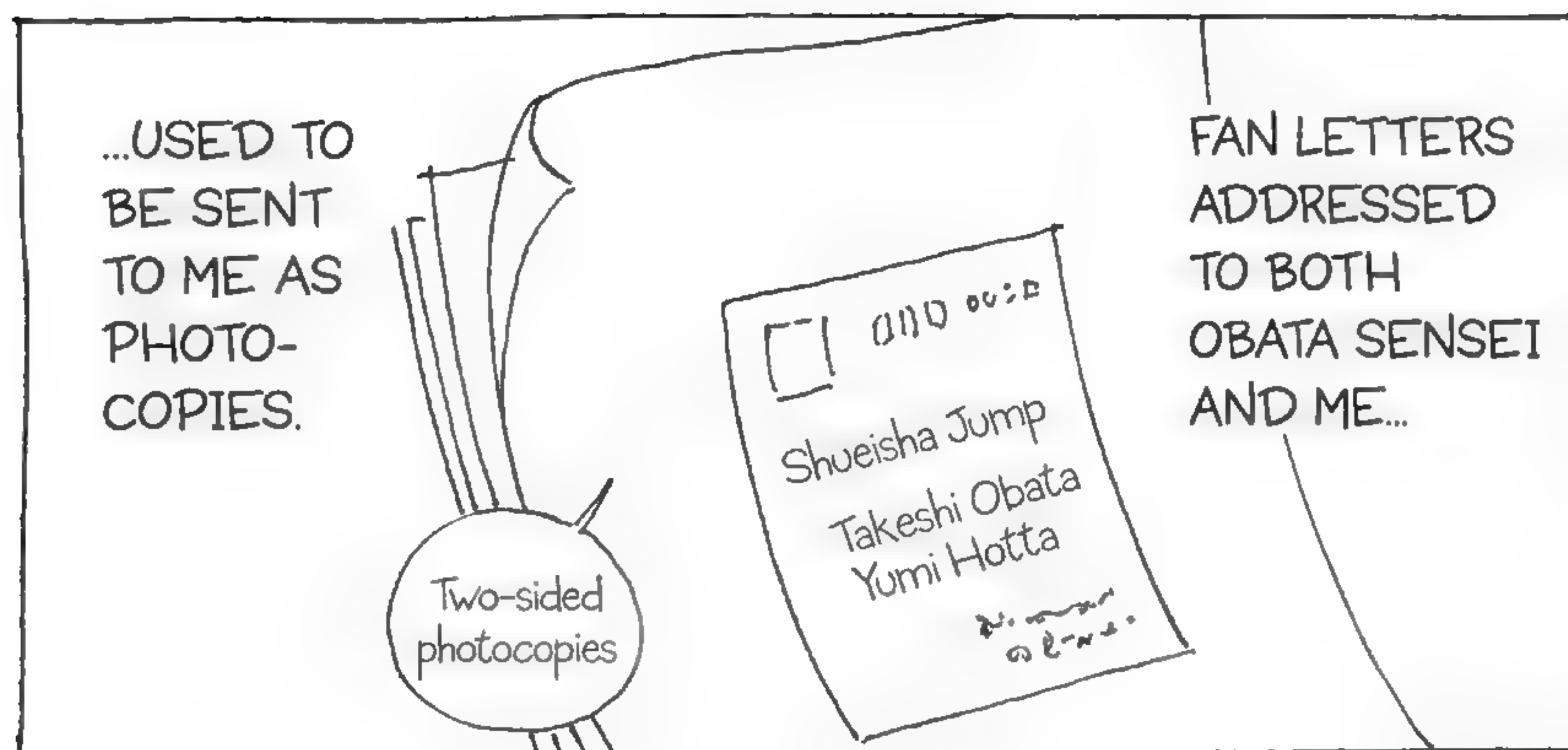
...SO
I CAN
BEAT
YOU.

I'VE BEEN
TRAINING
WITH TOYA
NEARLY
EVERY
NIGHT...



TOYA?

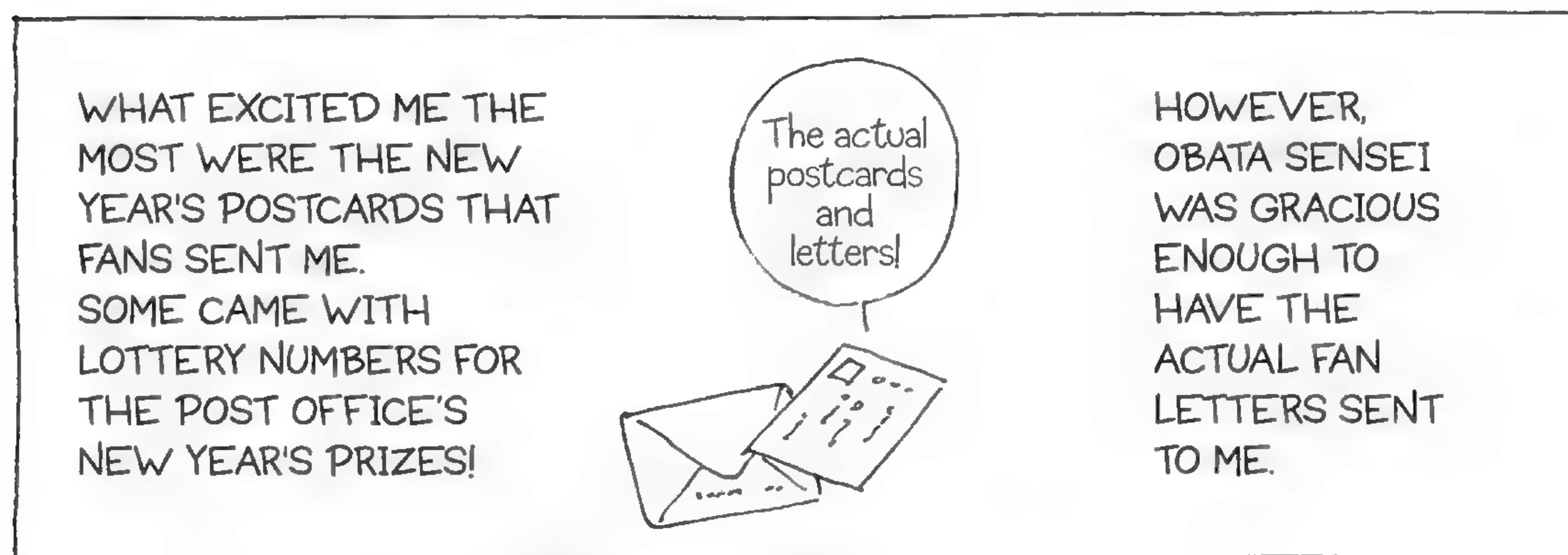




HIKARU NO GO STORYBOARDS

(31)

YUMI
HOTTA



Chapter 93

"The Final Match of the Pro Test"





TOYA....?



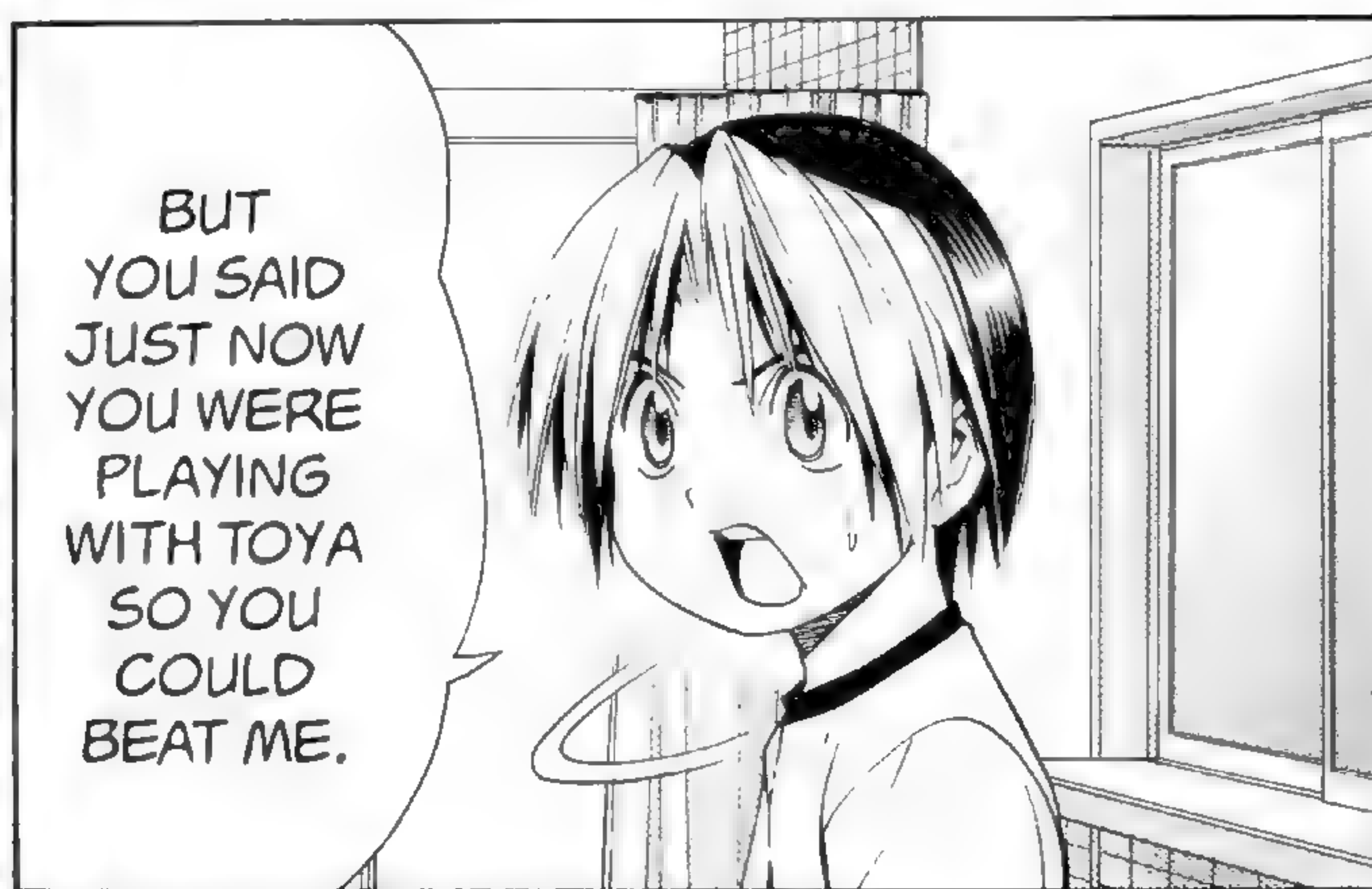
TO HELP ME
TRAIN, HE'S
GONE ABOVE
AND BEYOND
THE CALL OF
DUTY.

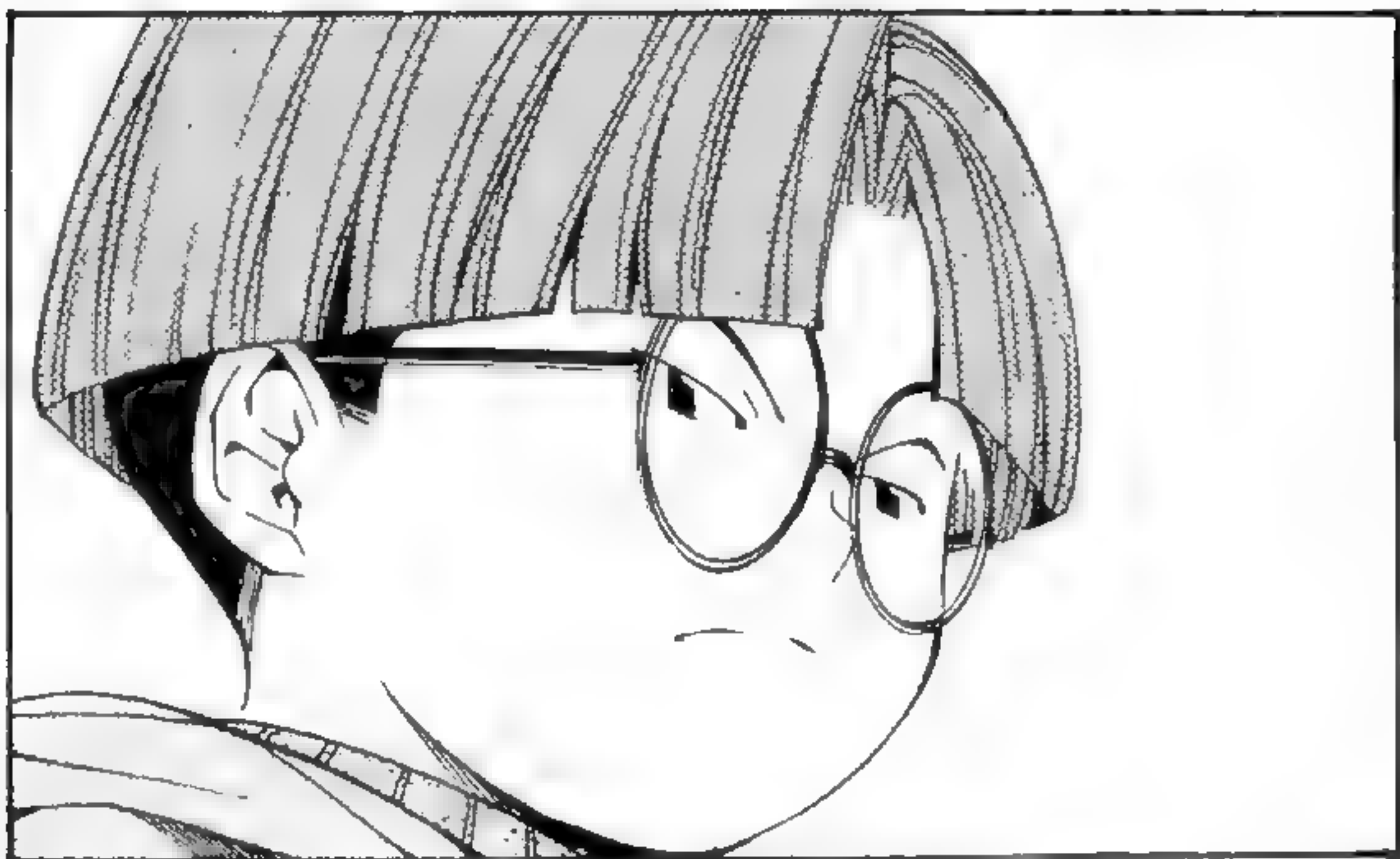
I'VE BEEN
PLAYING
AGAINST
HIM NEARLY
EVERY
DAY.

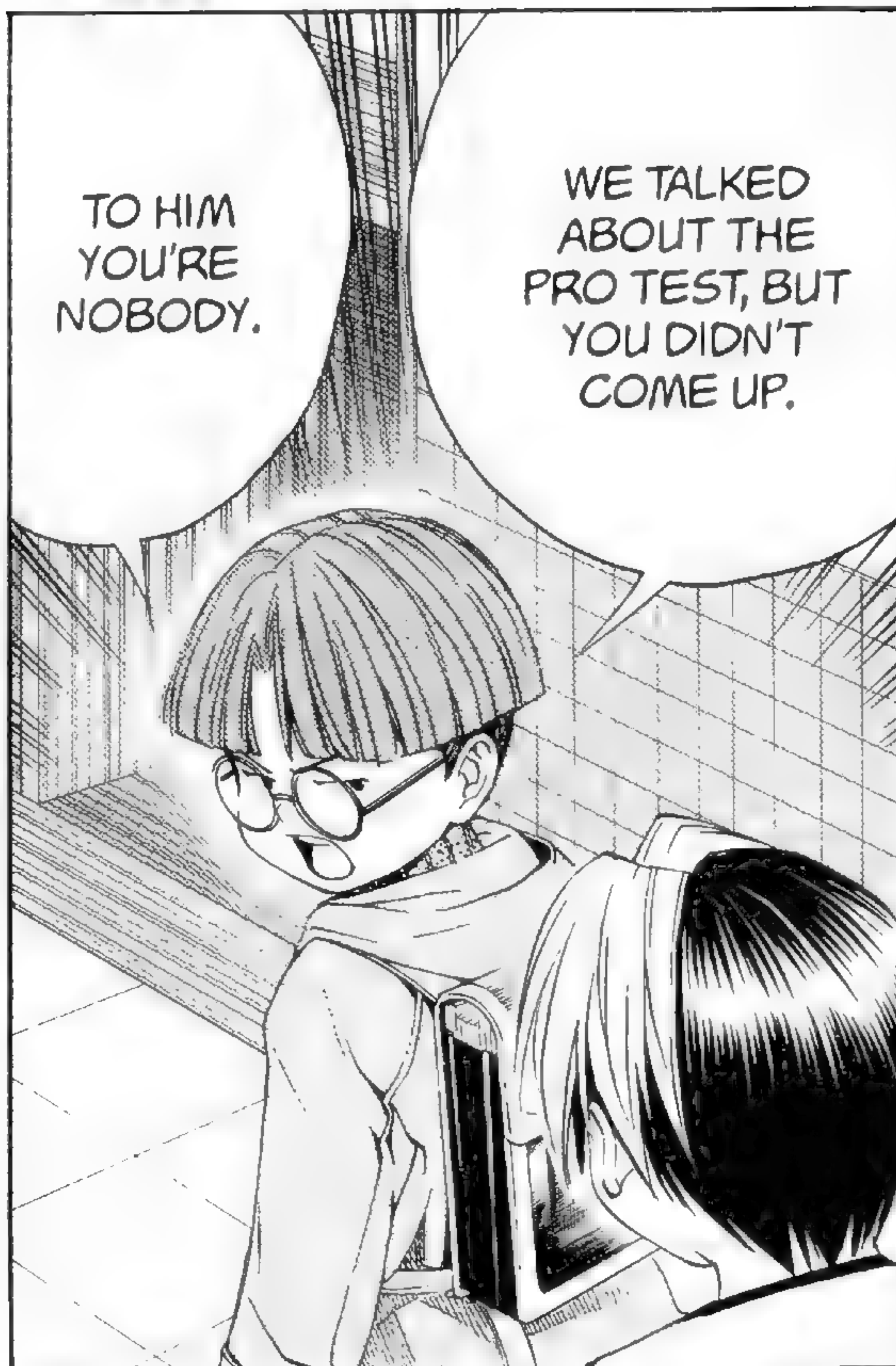


WHY
WOULD
TOYA DO
THAT FOR
YOU?!

!

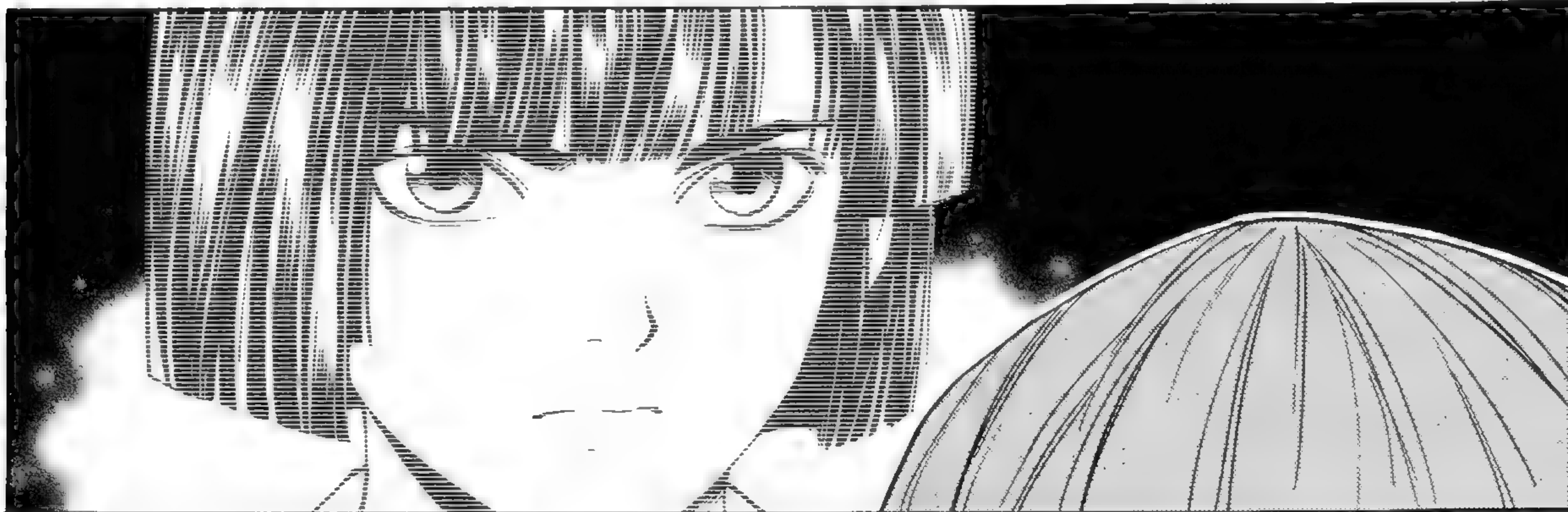


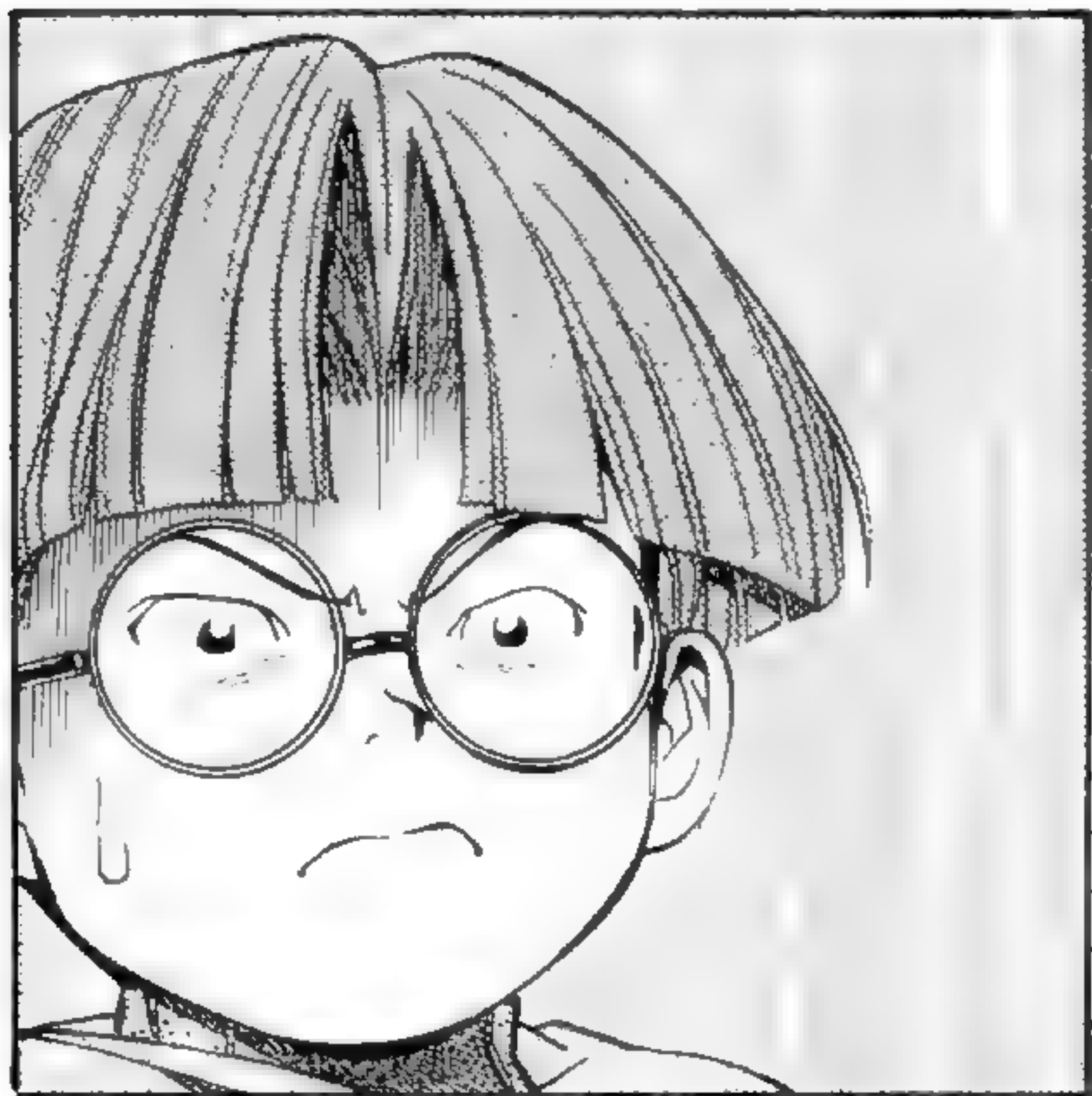


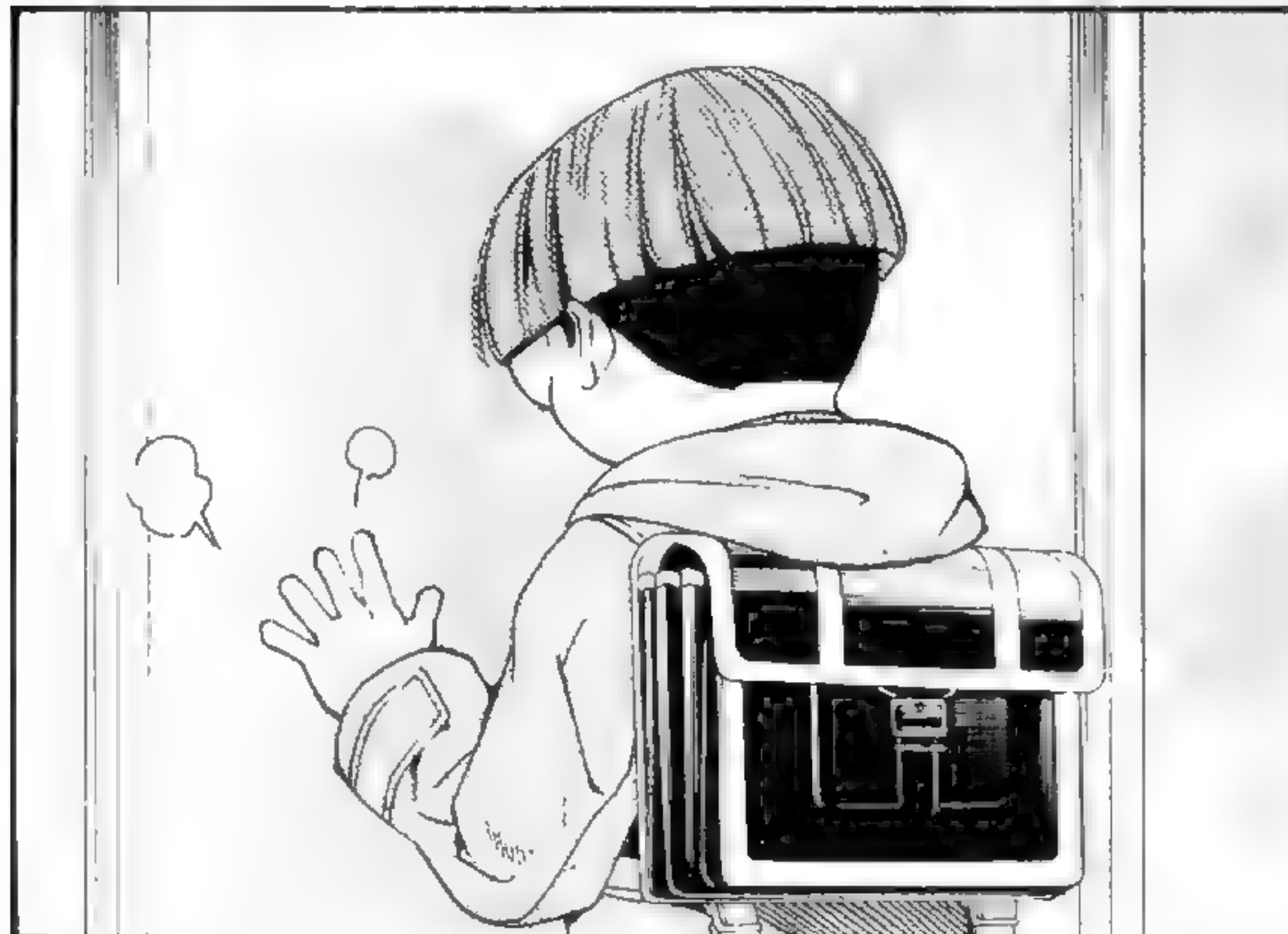


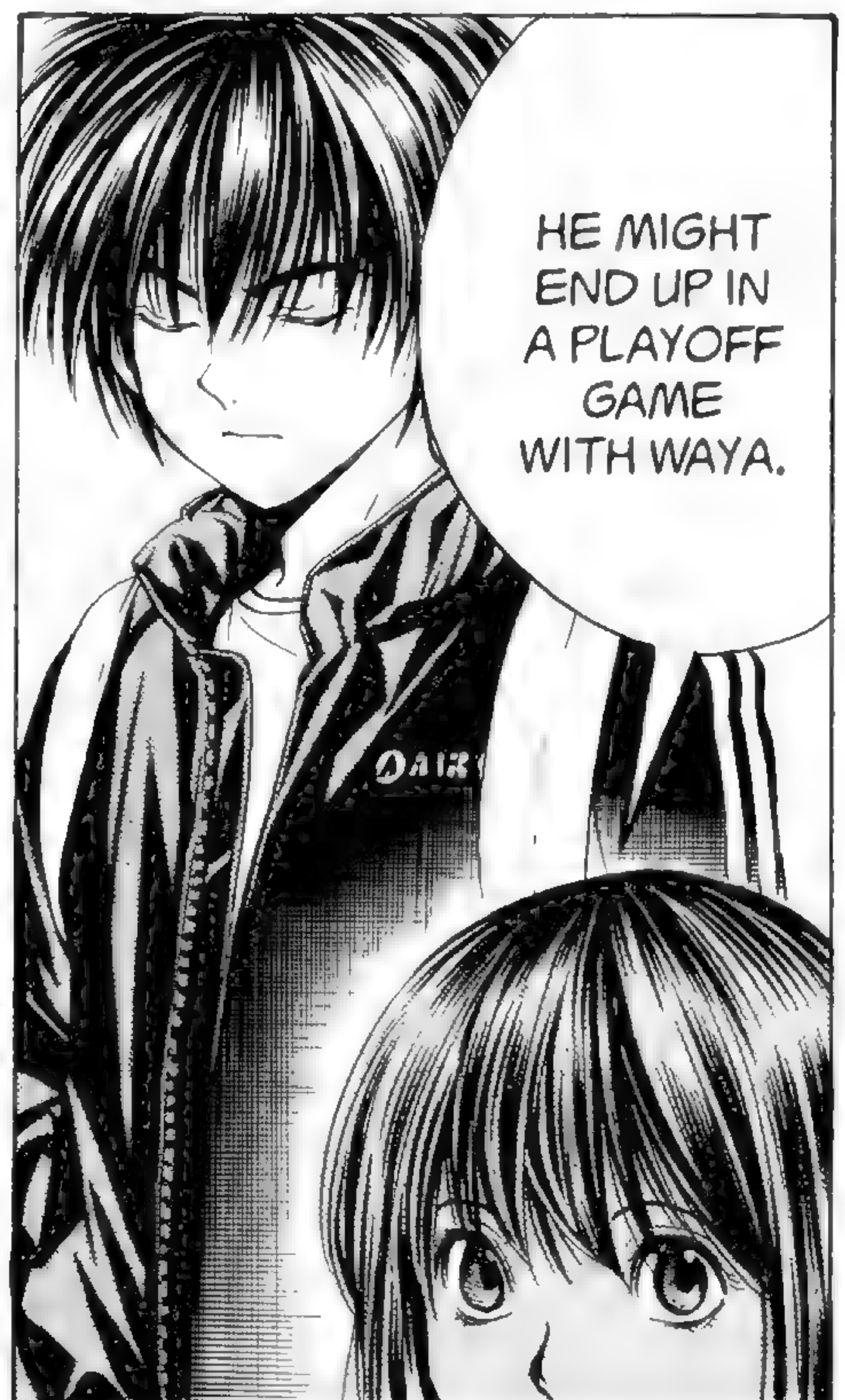






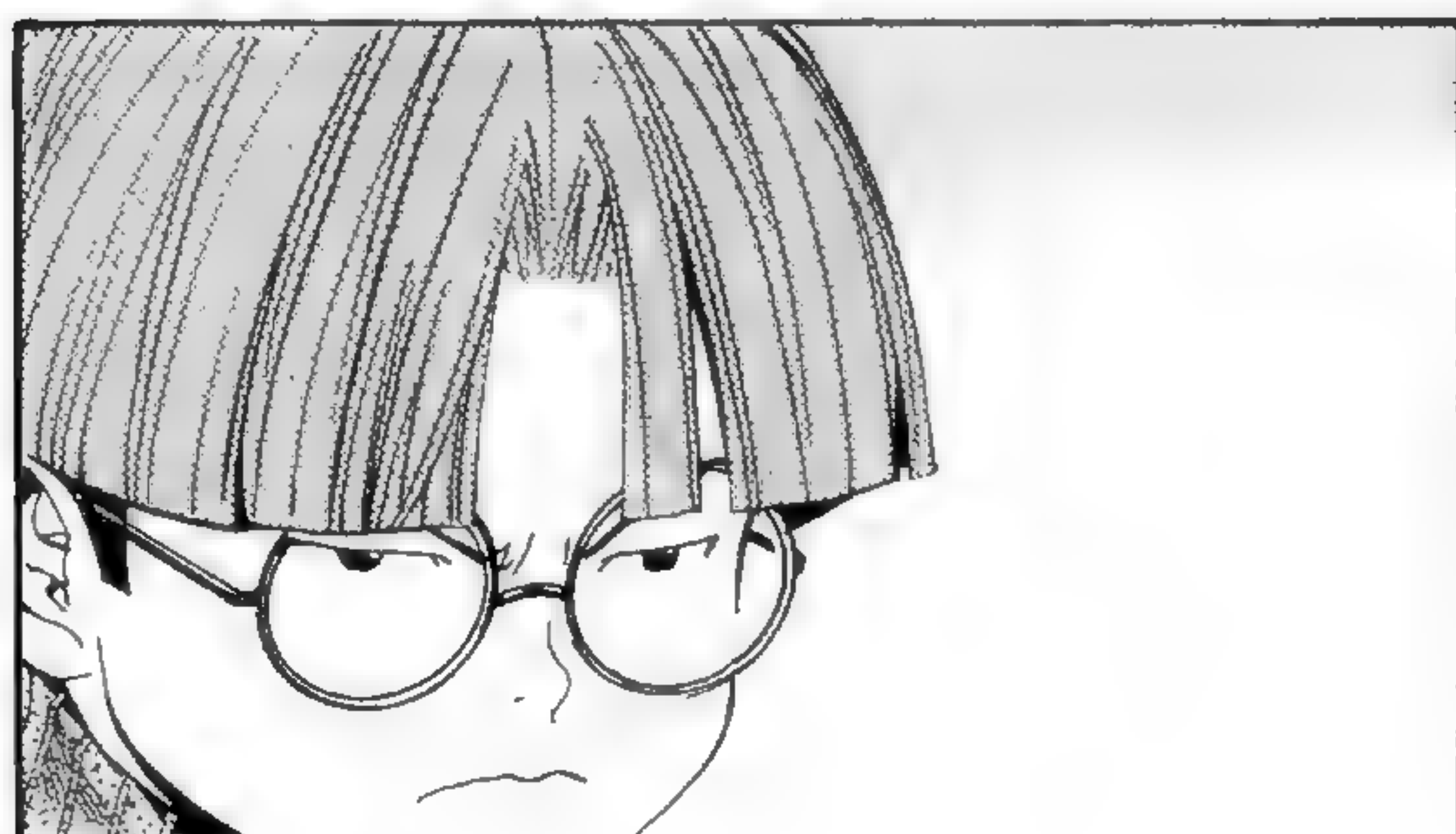
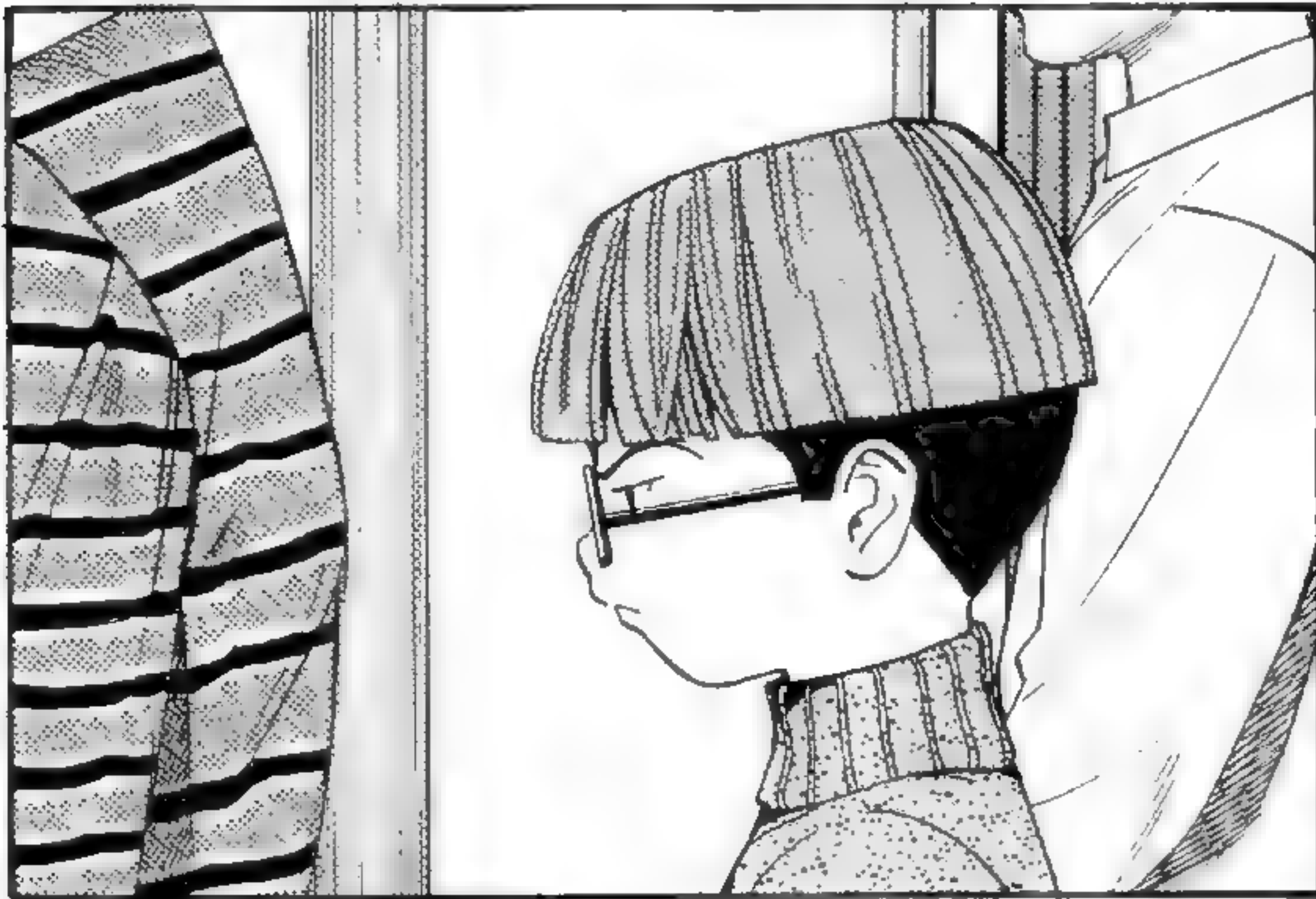


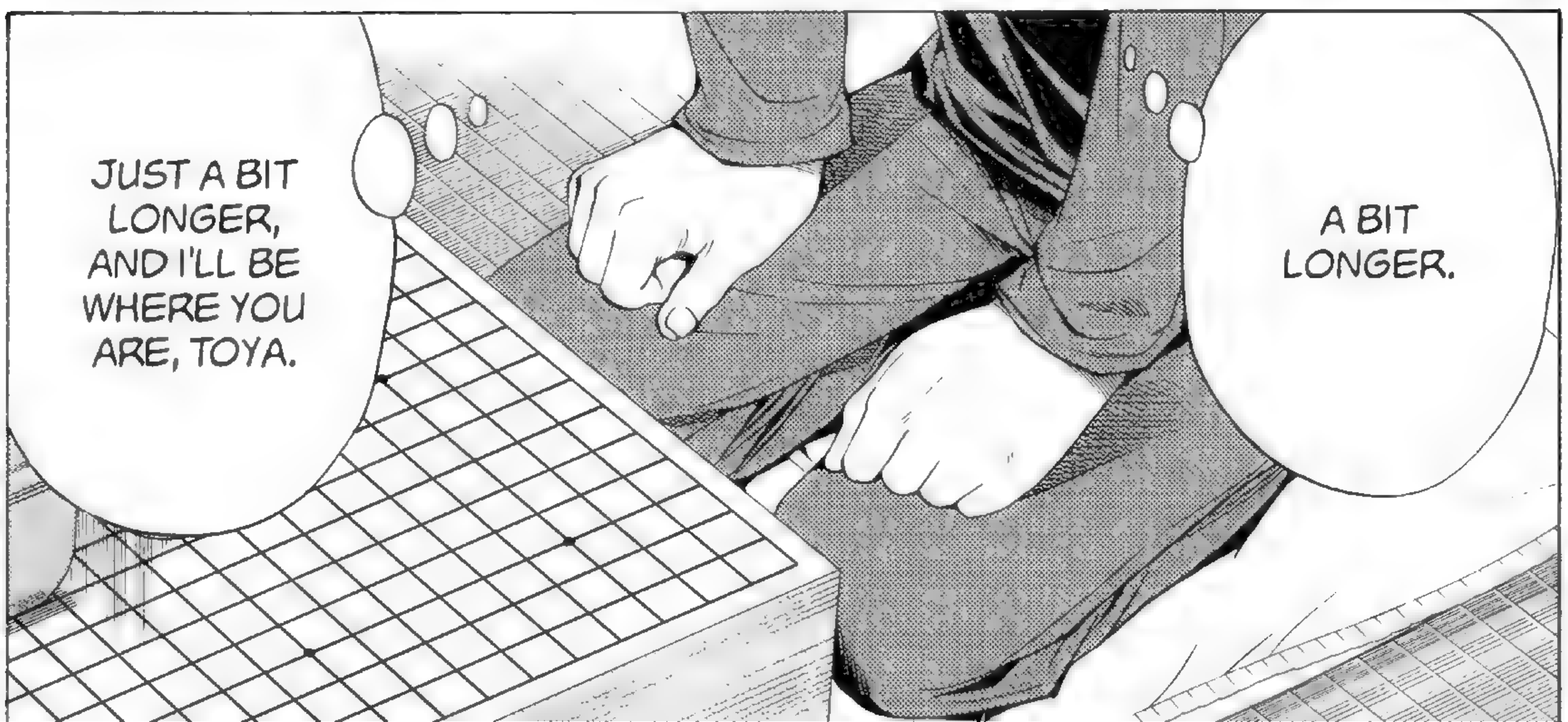
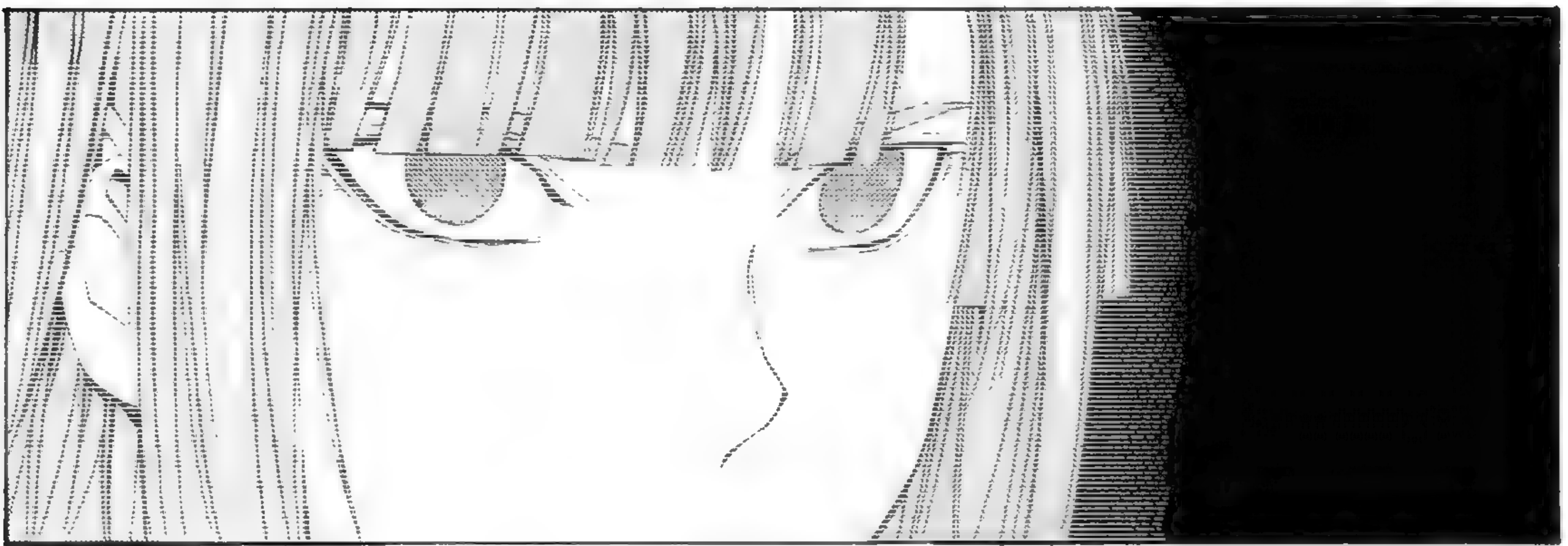
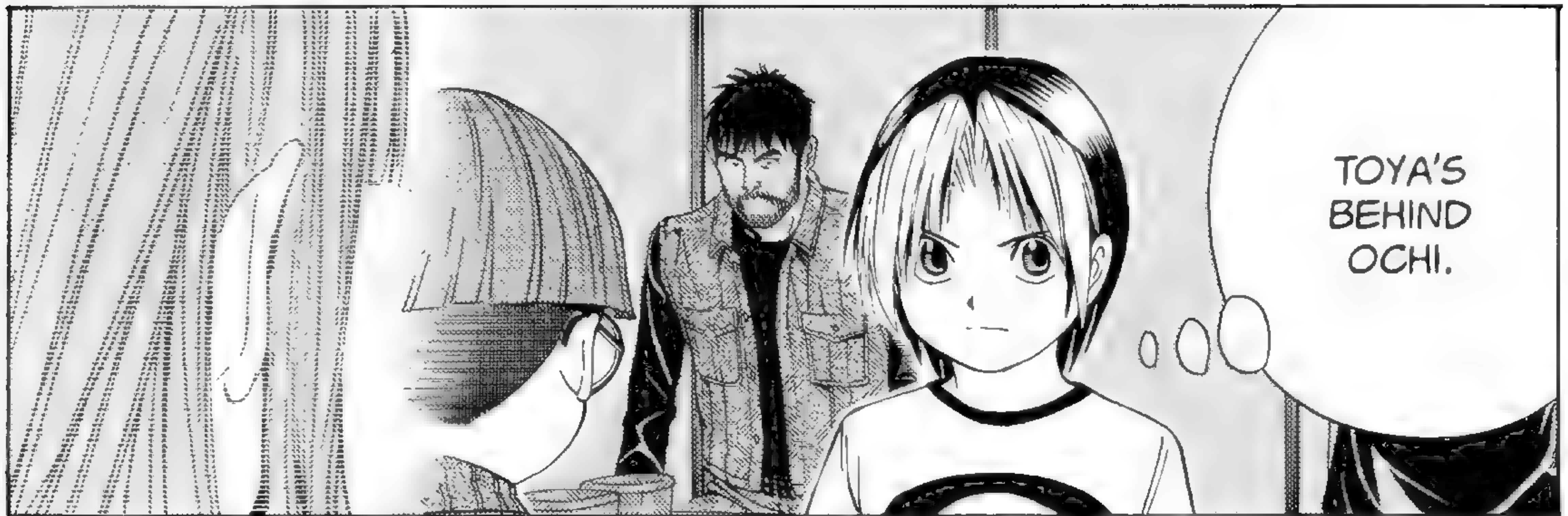














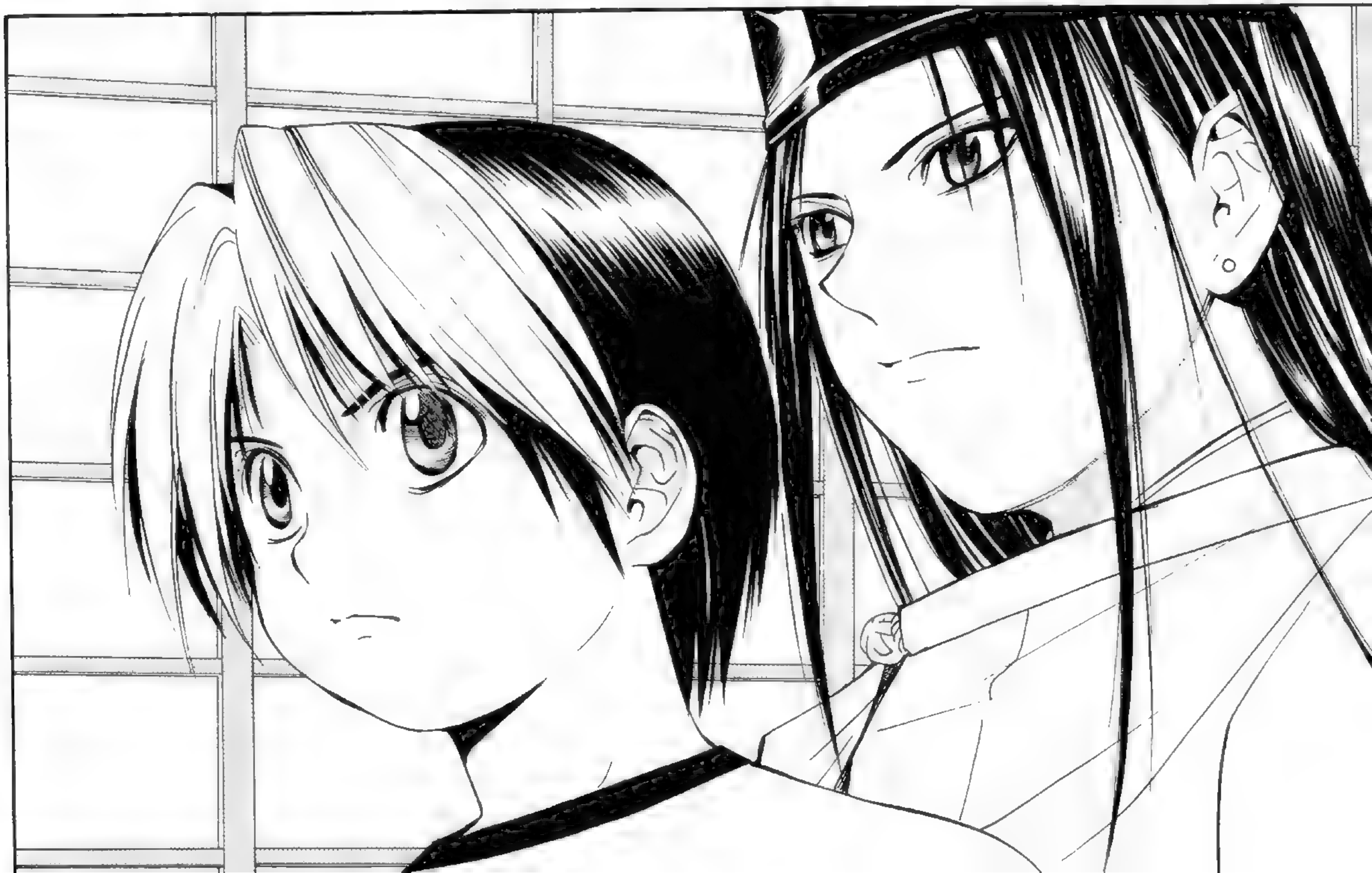


BECAUSE
I'VE GOT
AKIRA
TOYA
BEHIND
ME.



AND NO
ONE'S
BEHIND
YOU, I
BET.







PLEASE
BEGIN
YOUR
GAMES.



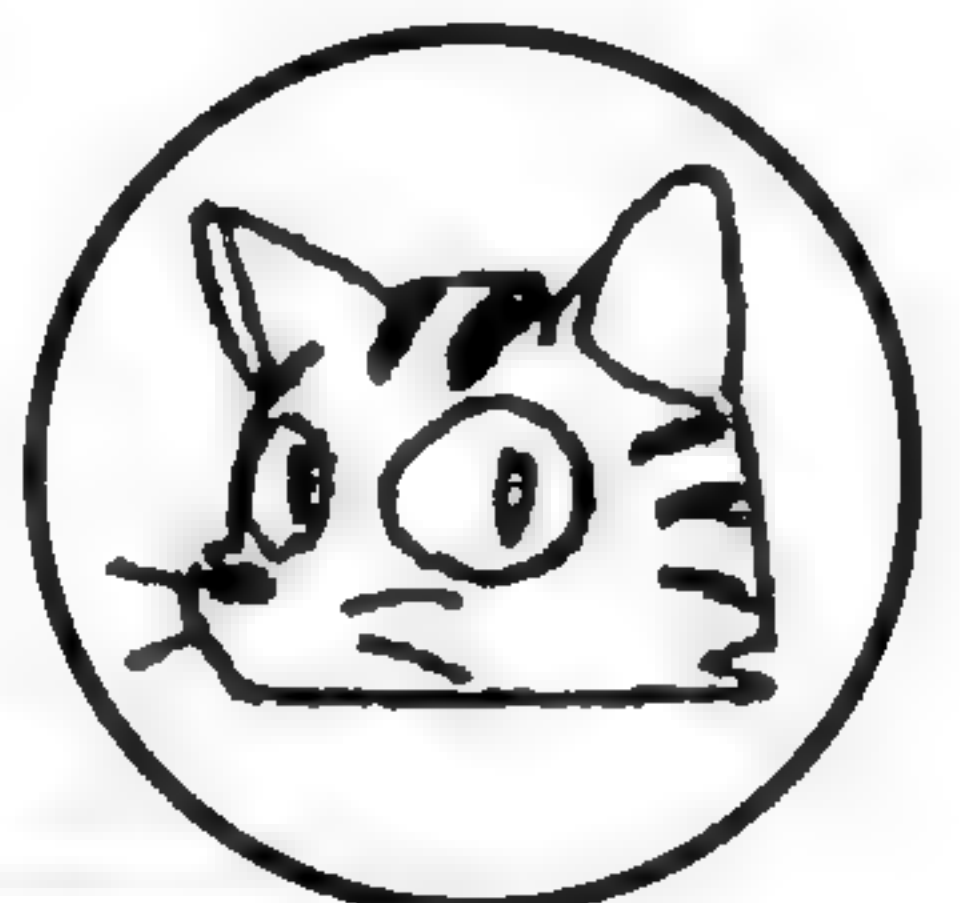
IT IS
NOW
TIME.

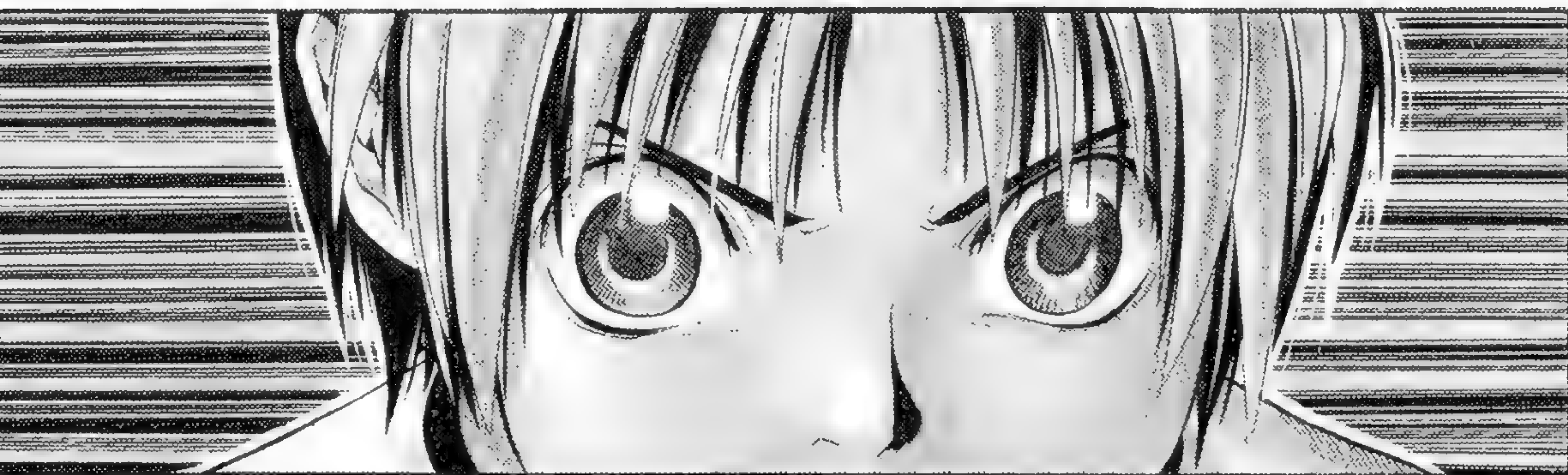
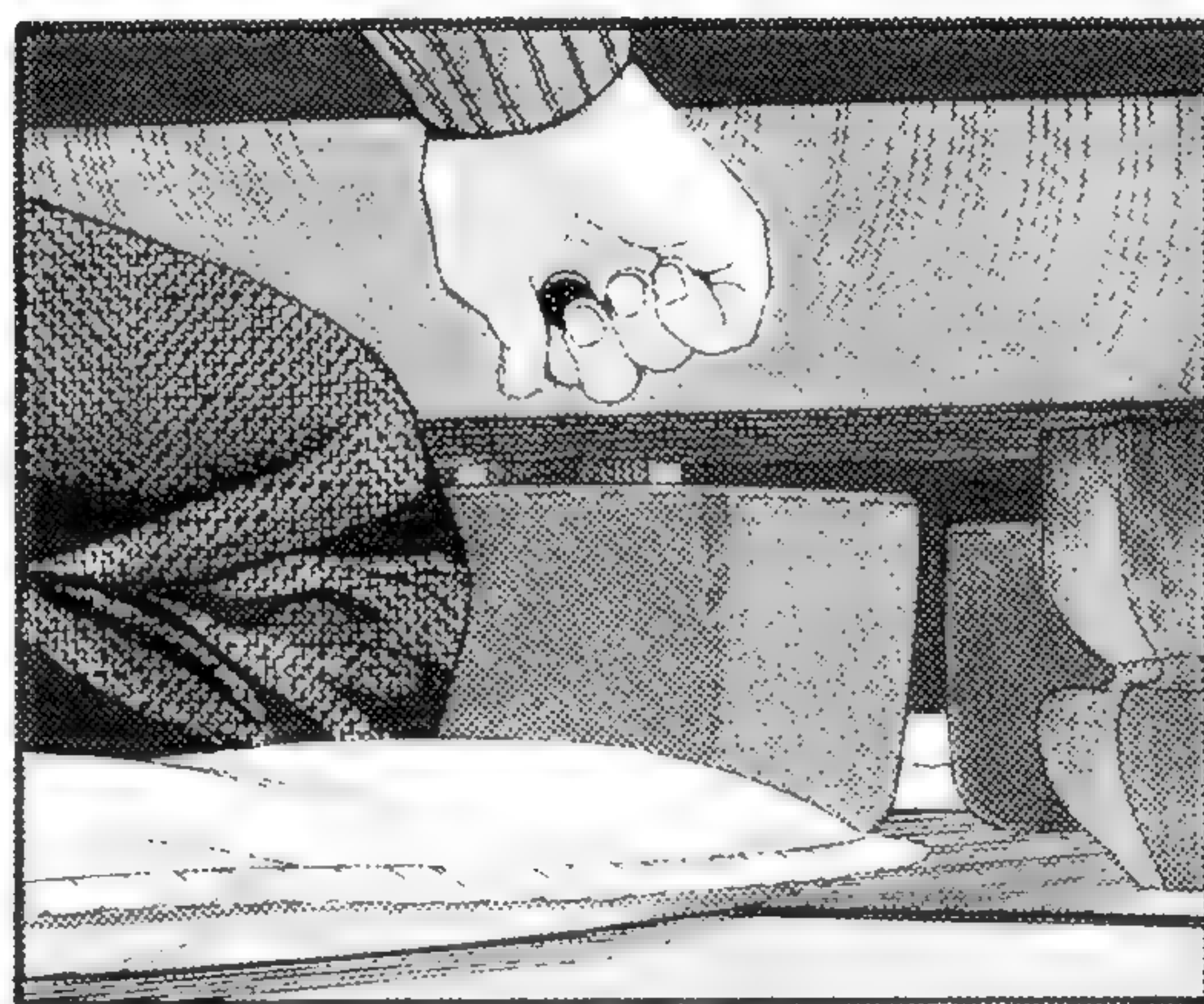
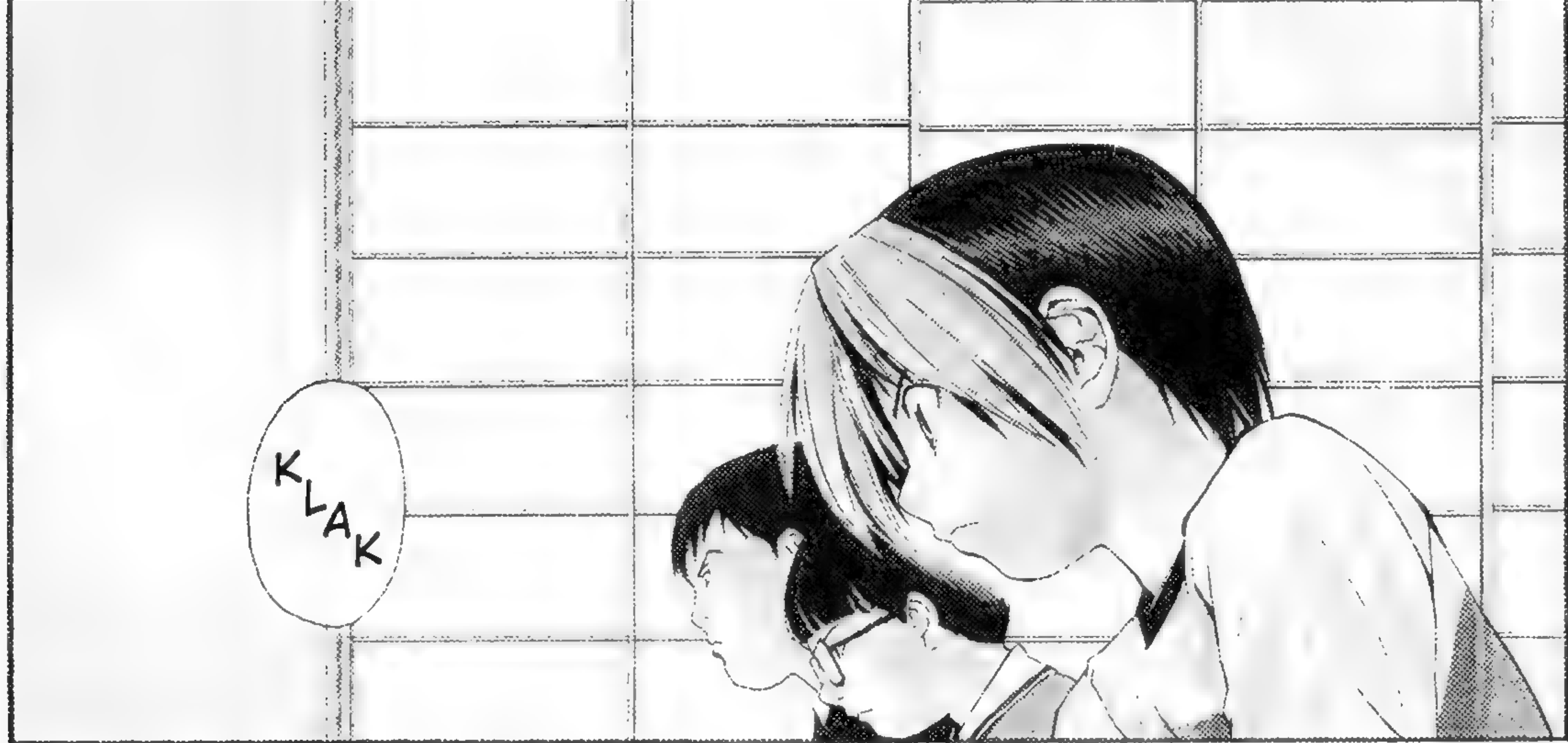
A WORD ABOUT HIKARU NO GO

THE EIGHT MAJOR TITLES



THERE ARE EIGHT MAJOR GO TITLES: THE KISEI, MEIJIN, HON'INBO, JUDAN, TENGGEN, OZA, WORLD FUJITSU CUP AND GOSEI. BESIDES THESE, THERE ARE OTHER TITLES, SUCH AS THE NHK CUP, THE NEC CUP, THE HAYAGO TOURNAMENT AND THE RYUSEI MATCH. AS A RESULT, THE TOP PLAYERS ARE VERY BUSY.





Game 94 "A Fierce Battle"





5

HIKARU

SHINDO









BUT
I CAME
AFTER
YOU, TOO!



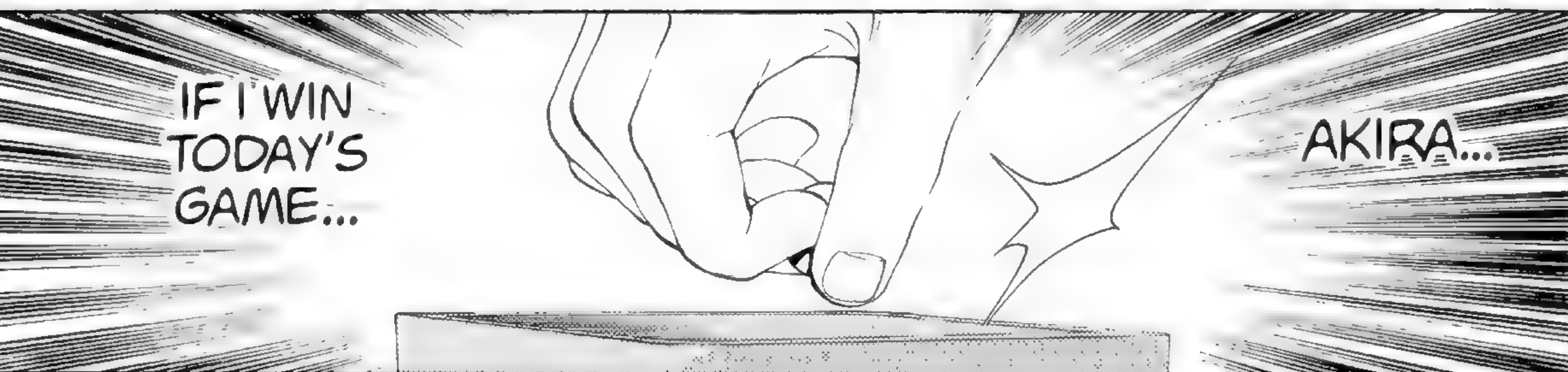
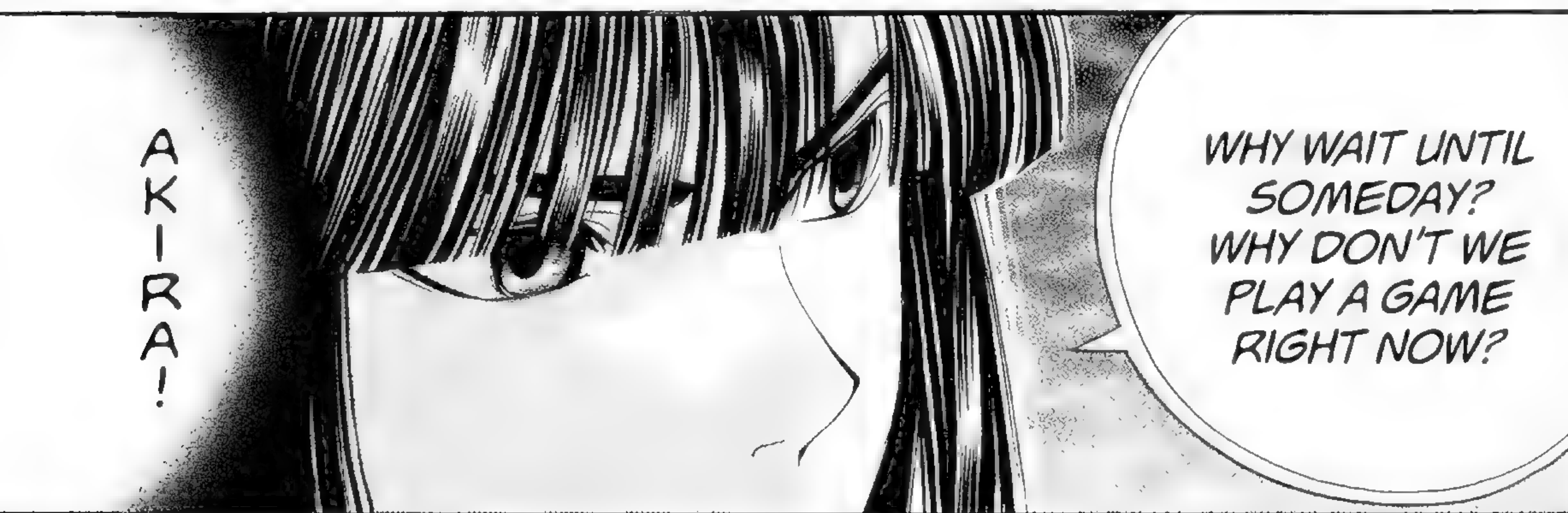
SORRY, SAI!
I'M GOING
TO PLAY
HIM!

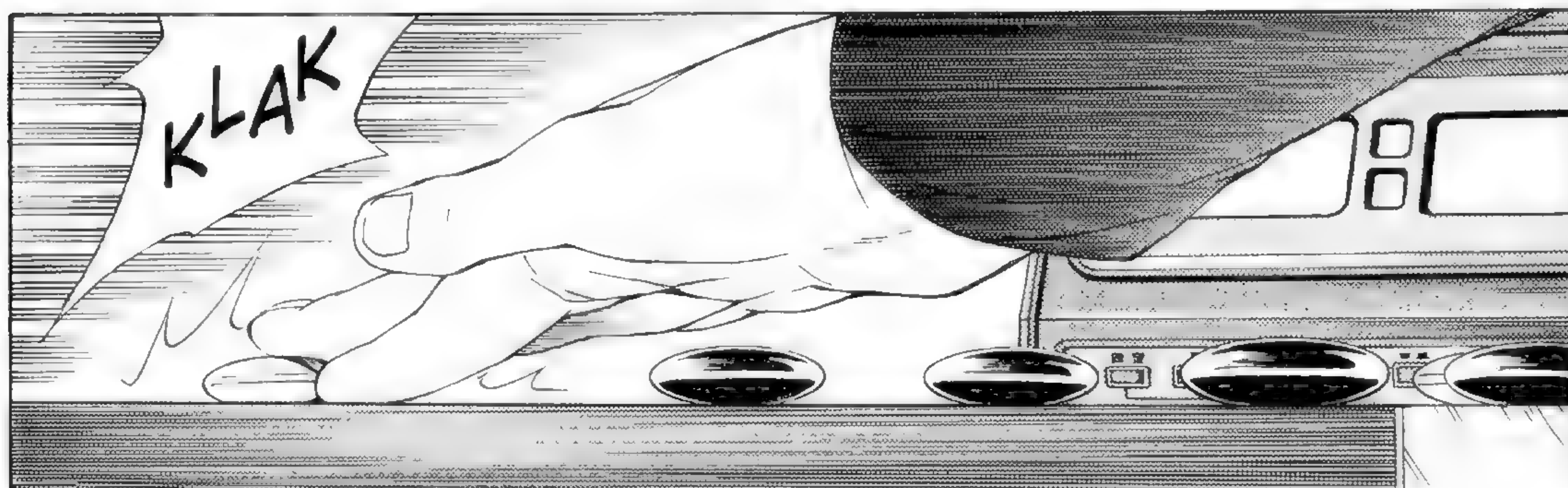


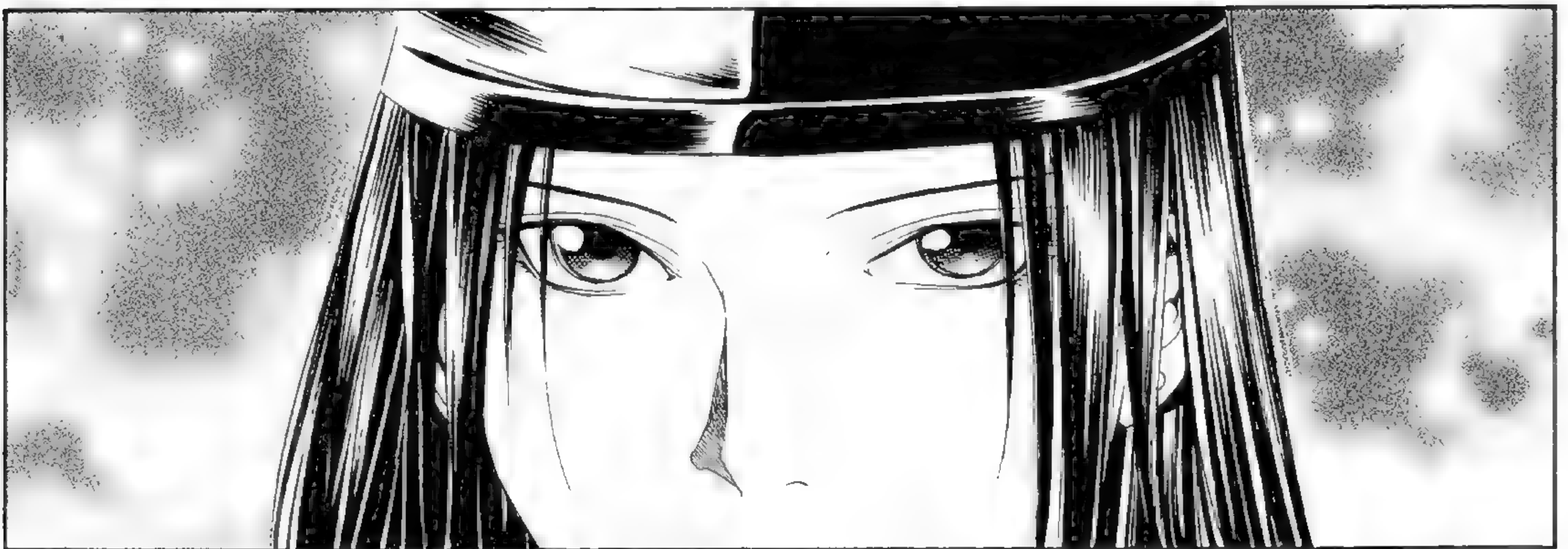
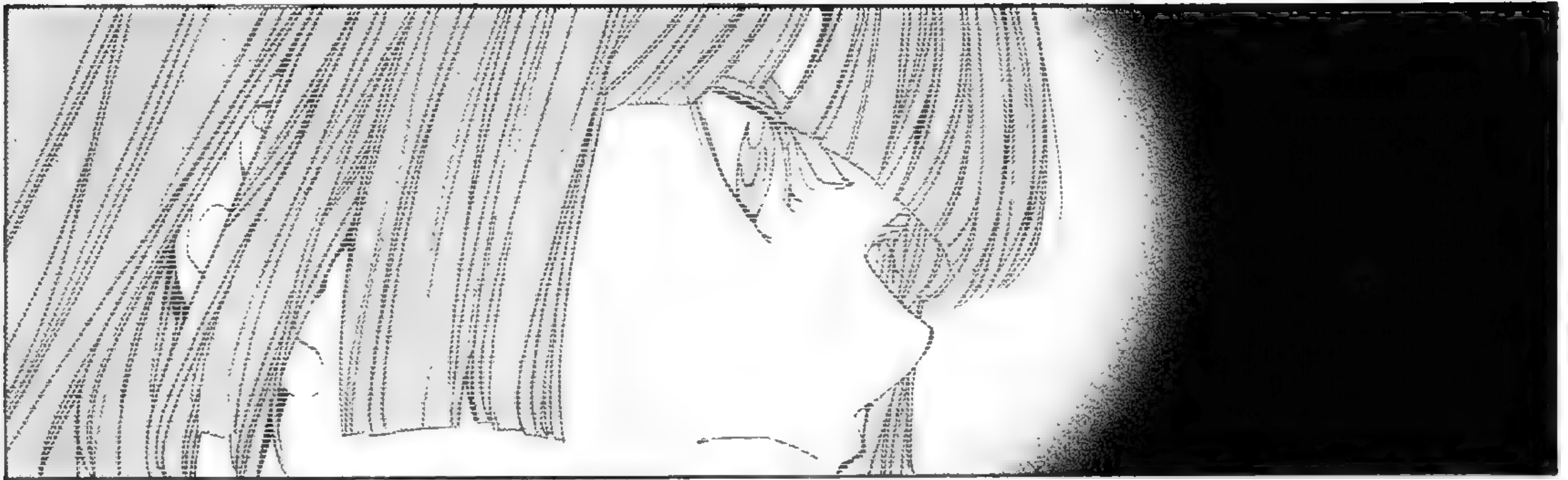
STOP
MESSING
AROUND!











However,
the obstacle
that Akira
has prepared
will not be
easily
overcome.

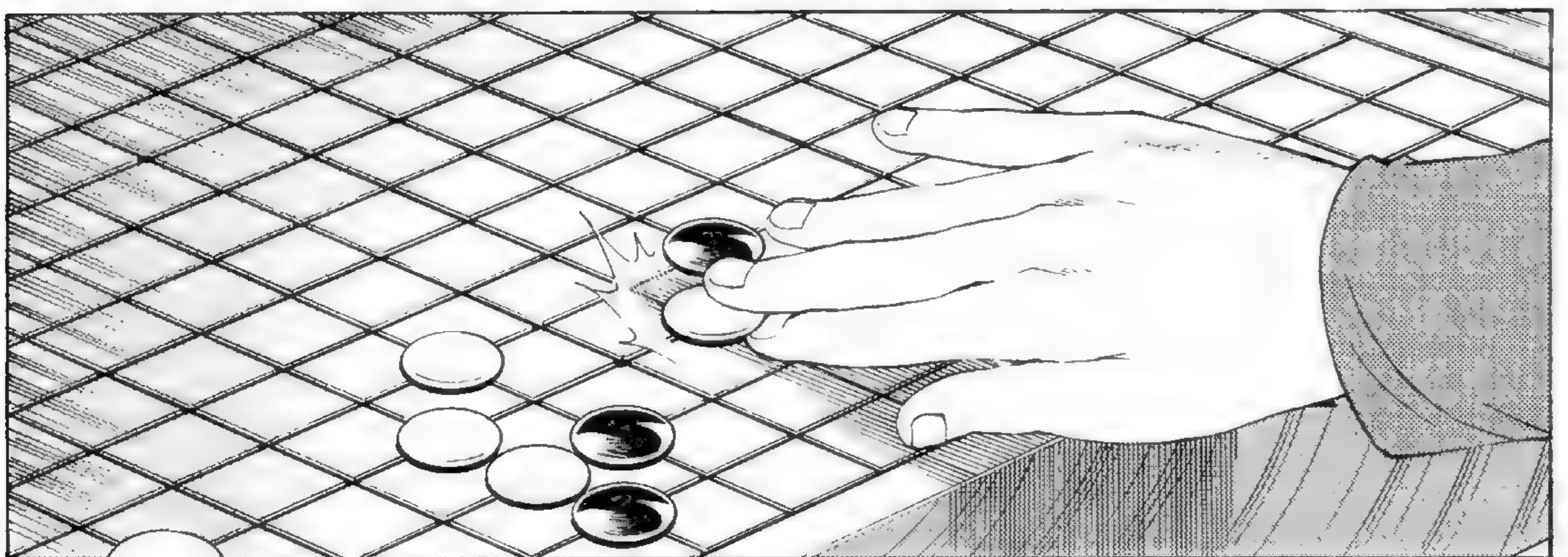
If Hikaru
wins this
match, he
will be able
to face
Akira Toya
as an
equal.



I see. You are
confident
you can save
your stones
in the top
part of the
board.



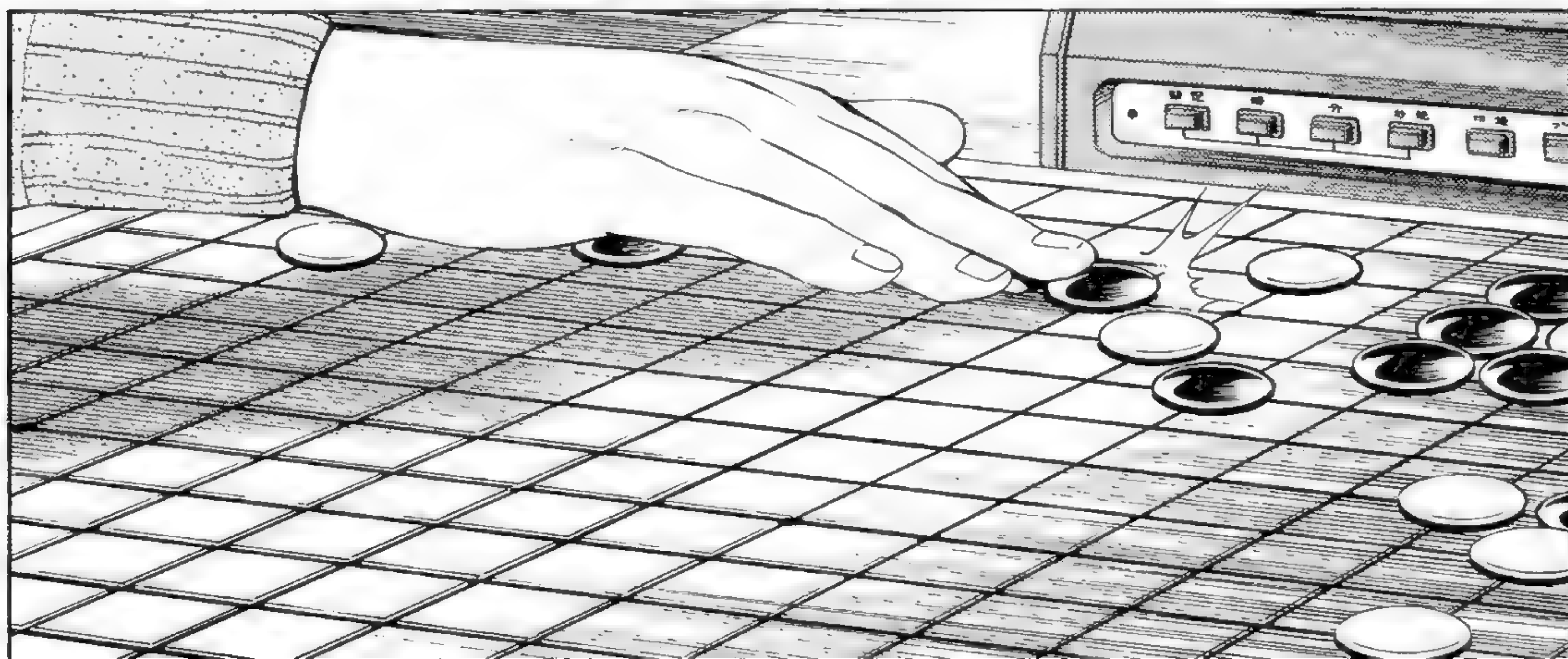
Hikaru, this is
your chance
to attack his
position!



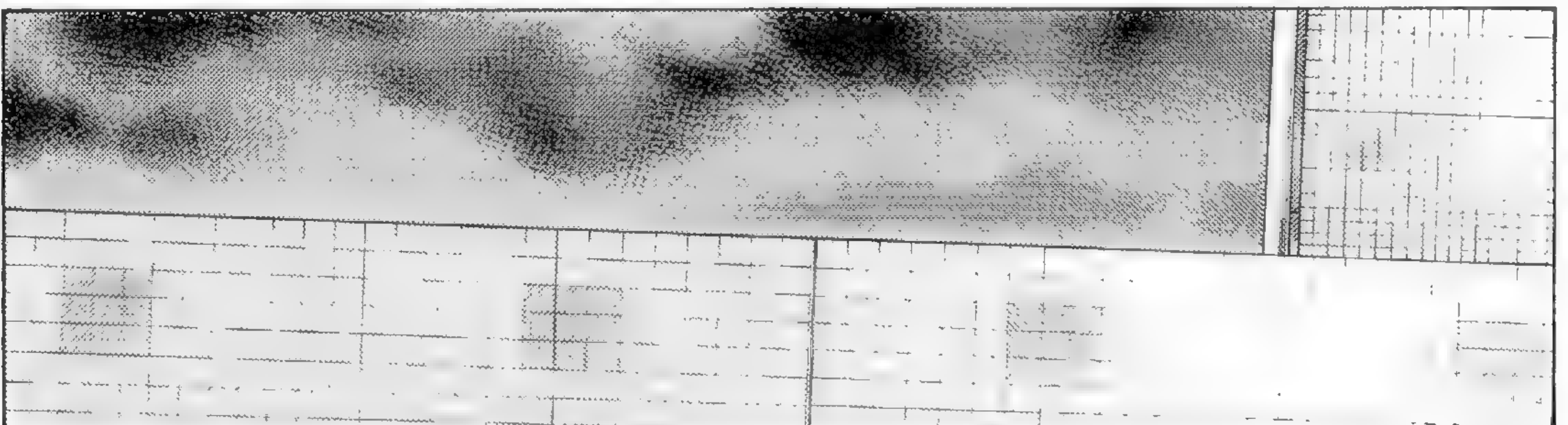
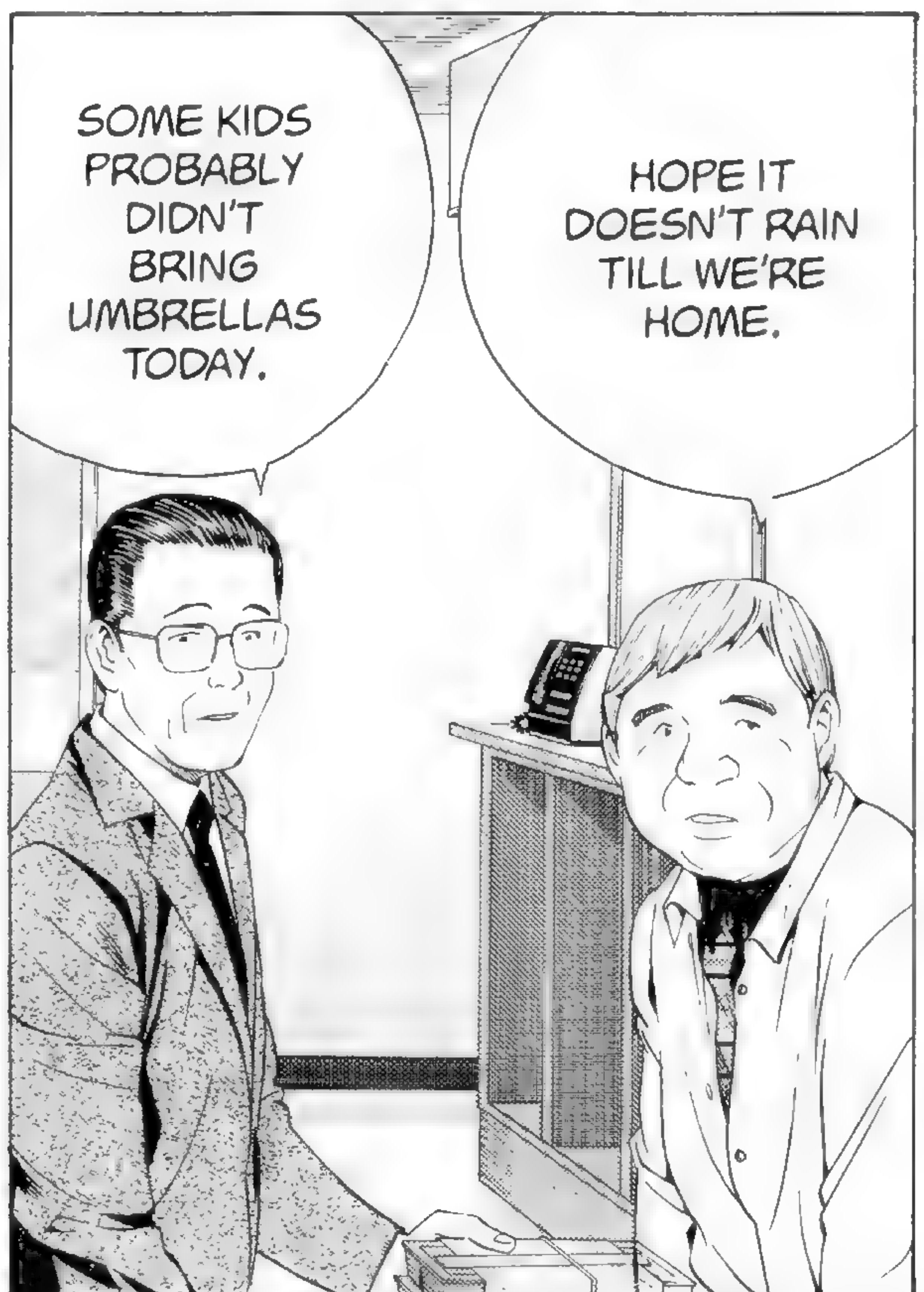
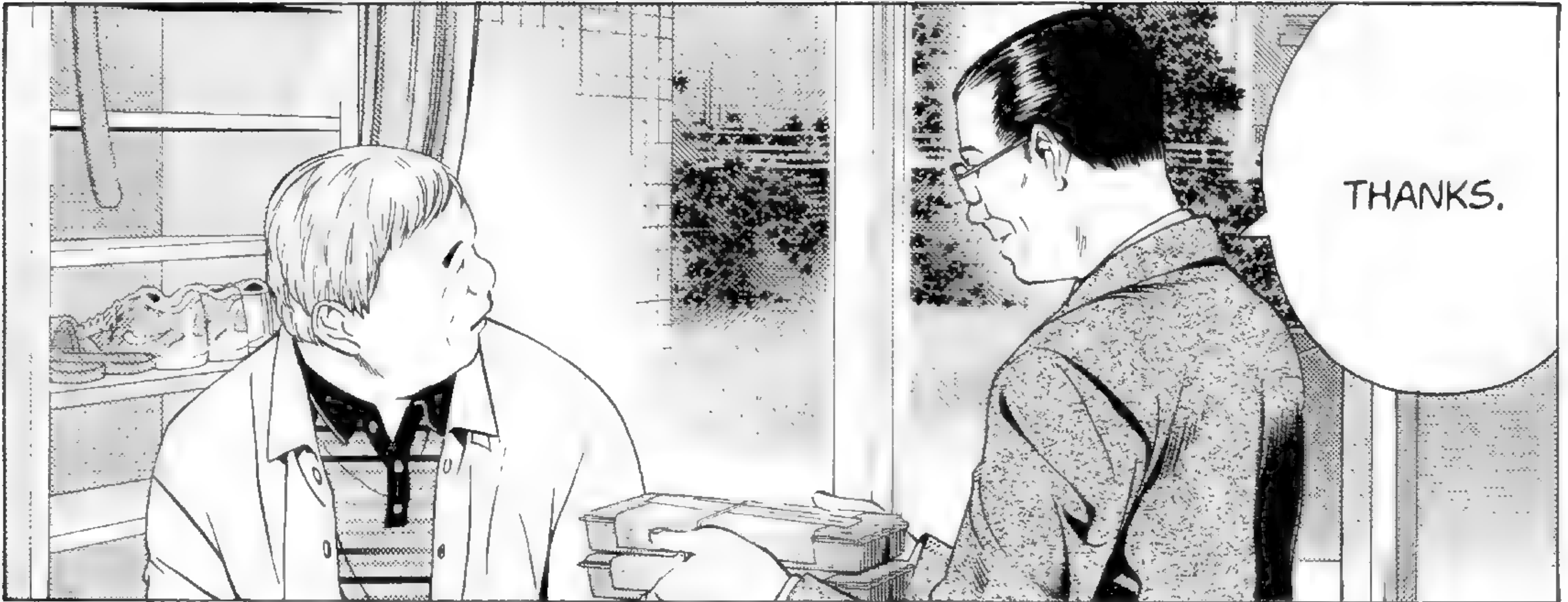
The fierce
battle
atop the
board has
begun!

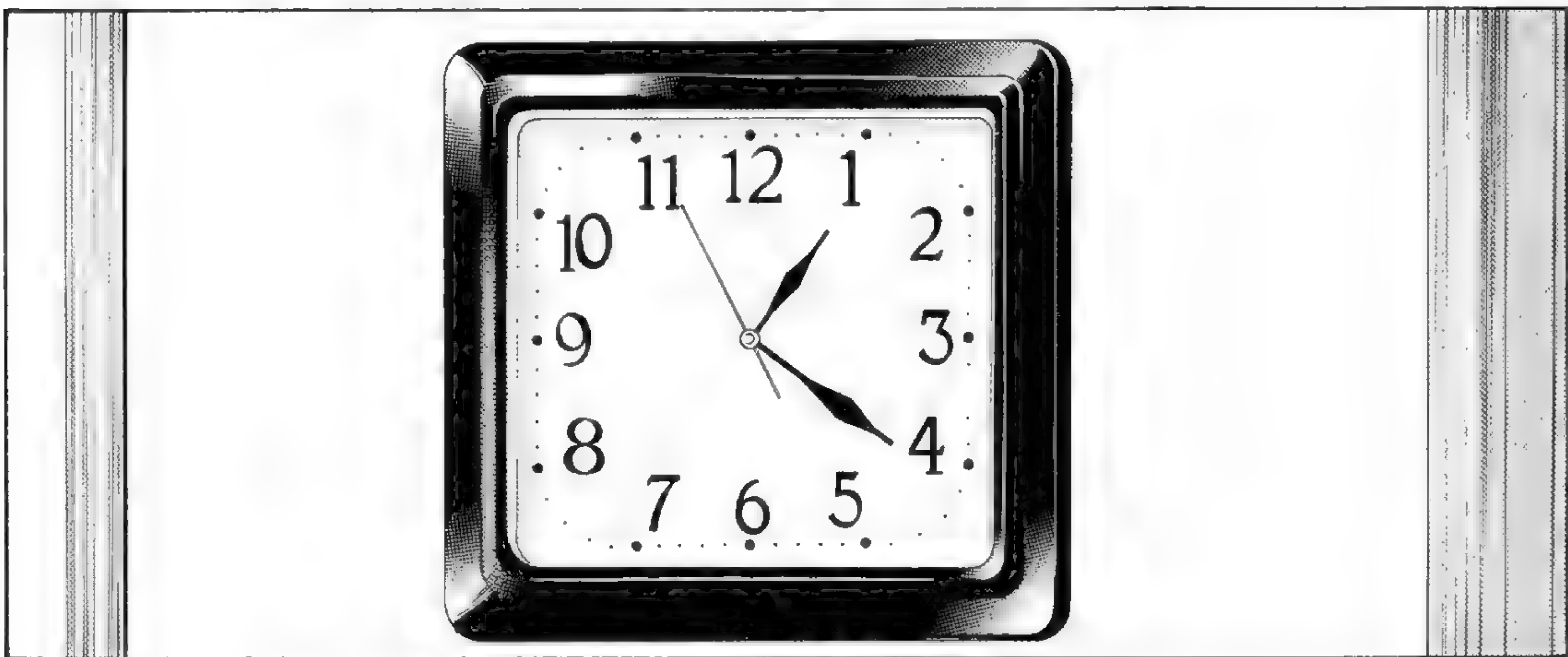
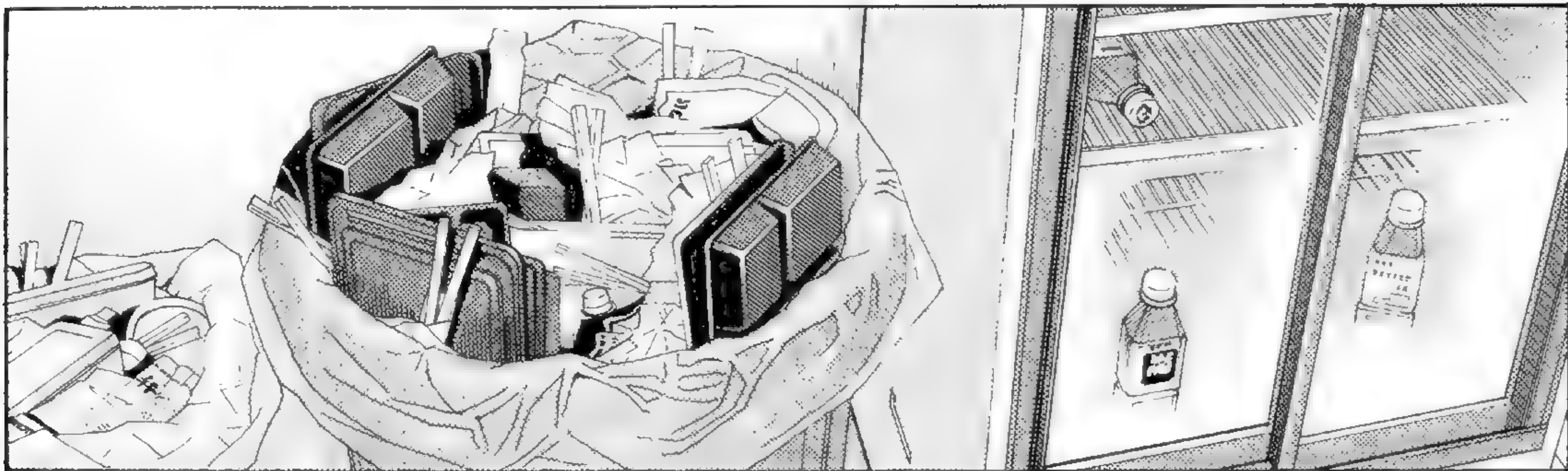


Now for
a peep.

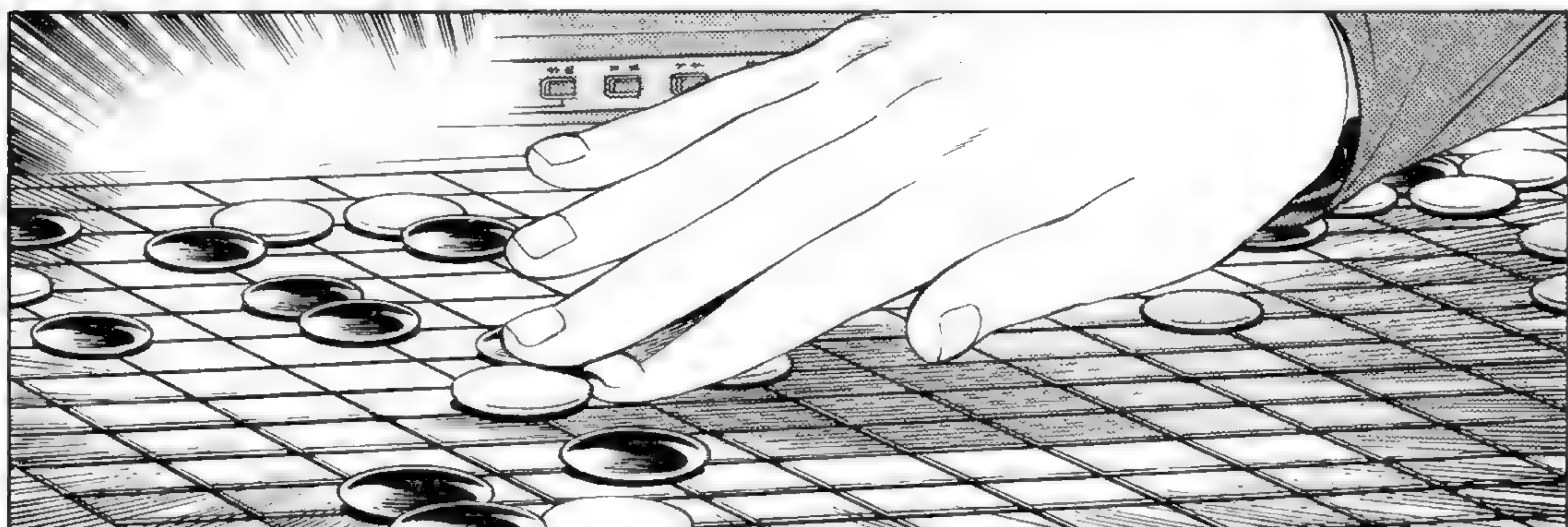


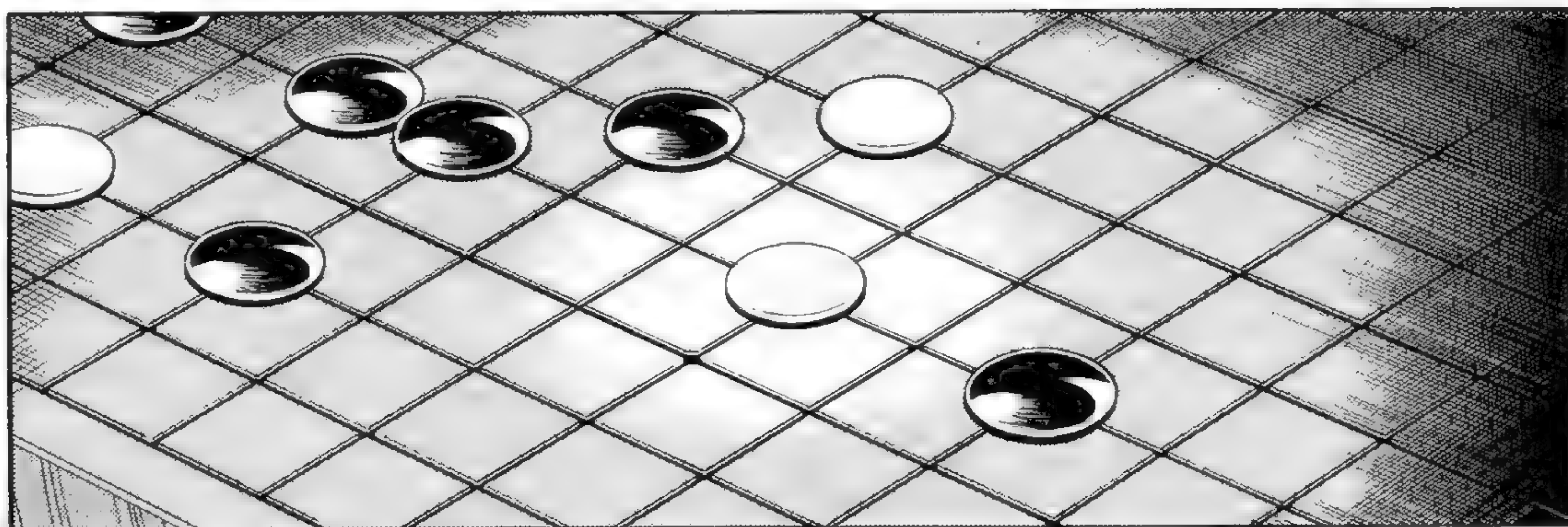


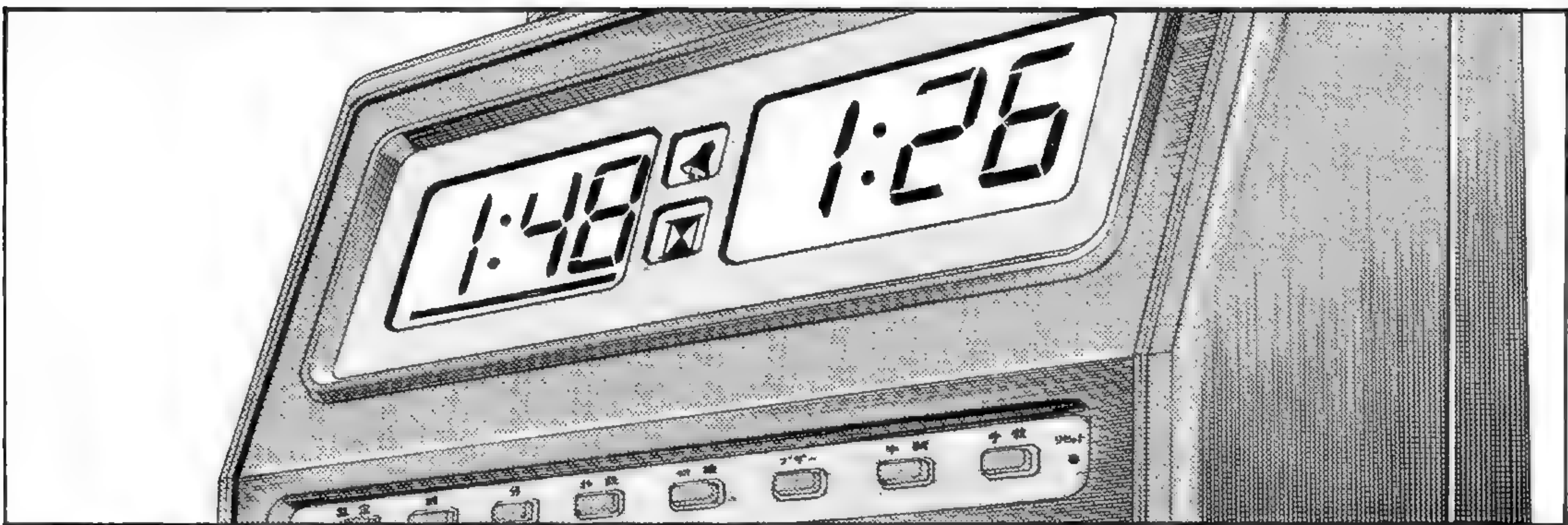


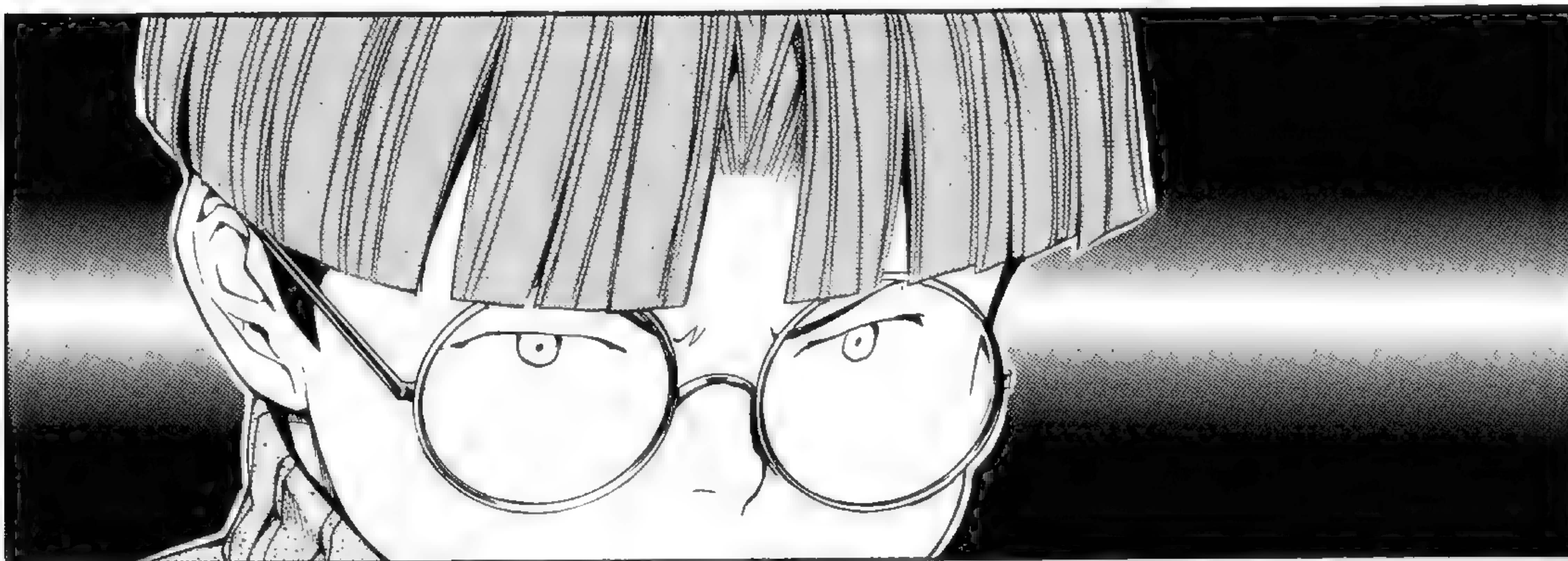




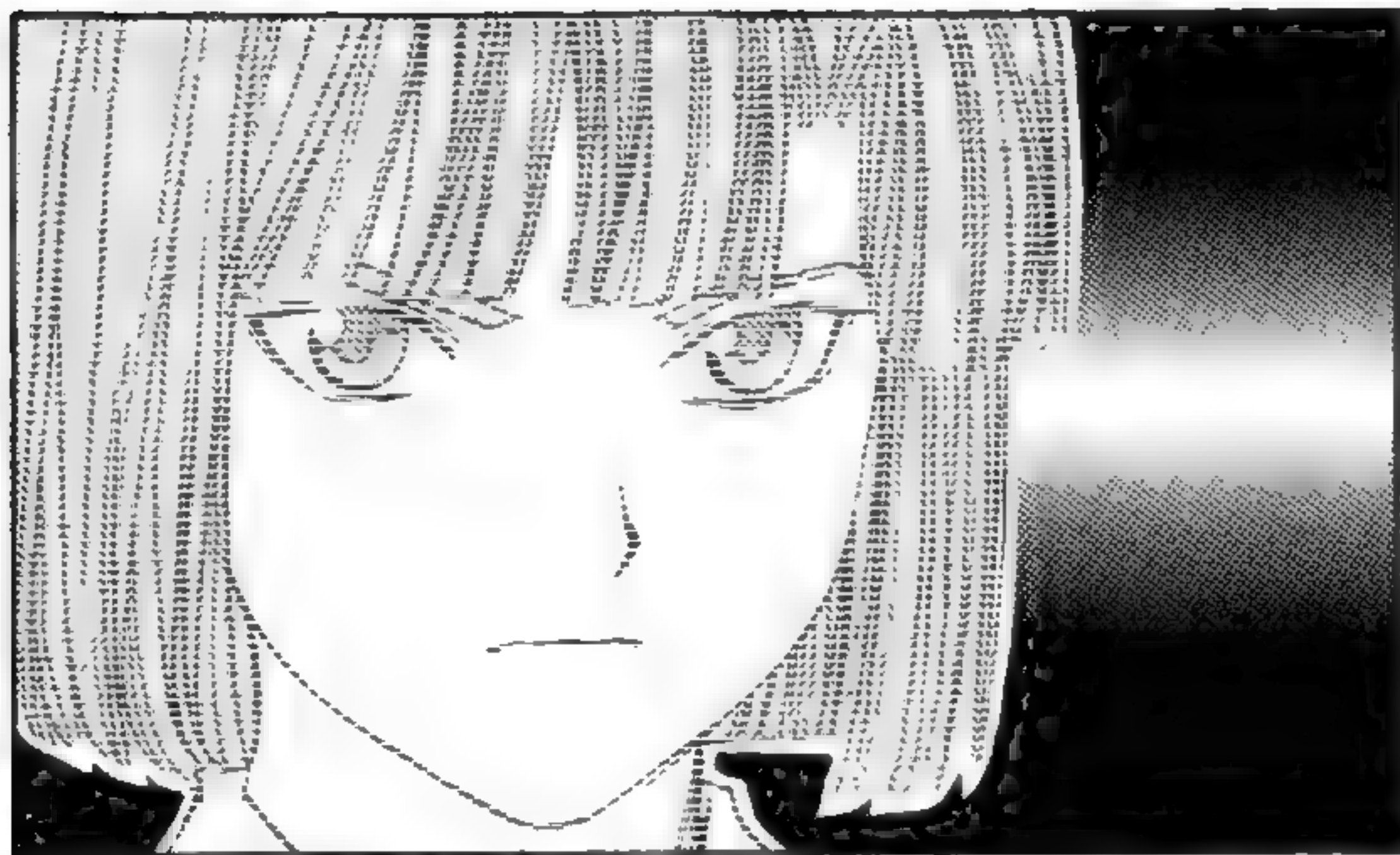














...SO LONG
AS I DON'T
MISS IT...

THERE'S
STILL A
CHANCE TO
MAKE A
COMEBACK...



CALM
DOWN.

I'VE GOT
TO STAND
MY
GROUND.
I CAN'T LET
HIM PUSH
ME ANY
FURTHER.



...WHETHER
IT'S A TINY
CRACK OR YOU
LETTING DOWN
YOUR GUARD!



IN
THAT
CASE...

NNGH!
HE'S
NOT
BUDGING.



COME ON,
SHINDO!
GIVE IT UP.



I'LL ATTACK
AND
DESTROY
YOU IN ONE
FELL
SWOOP!



THERE
IT IS!

BACK
WHEN
HIKARU
NO GO
STARTED...



I HAVE A
CONFESSION
TO MAKE.

HIKARU NO GO STORYBOARDS

32

YUMI
HOTTA



EVERY
WEEK
UNTIL
ABOUT
GAME 8...



...I FILLED
OUT...



Right?
But
everyone
does that,
right?



GO AHEAD
AND
LAUGH IF
YOU WANT.

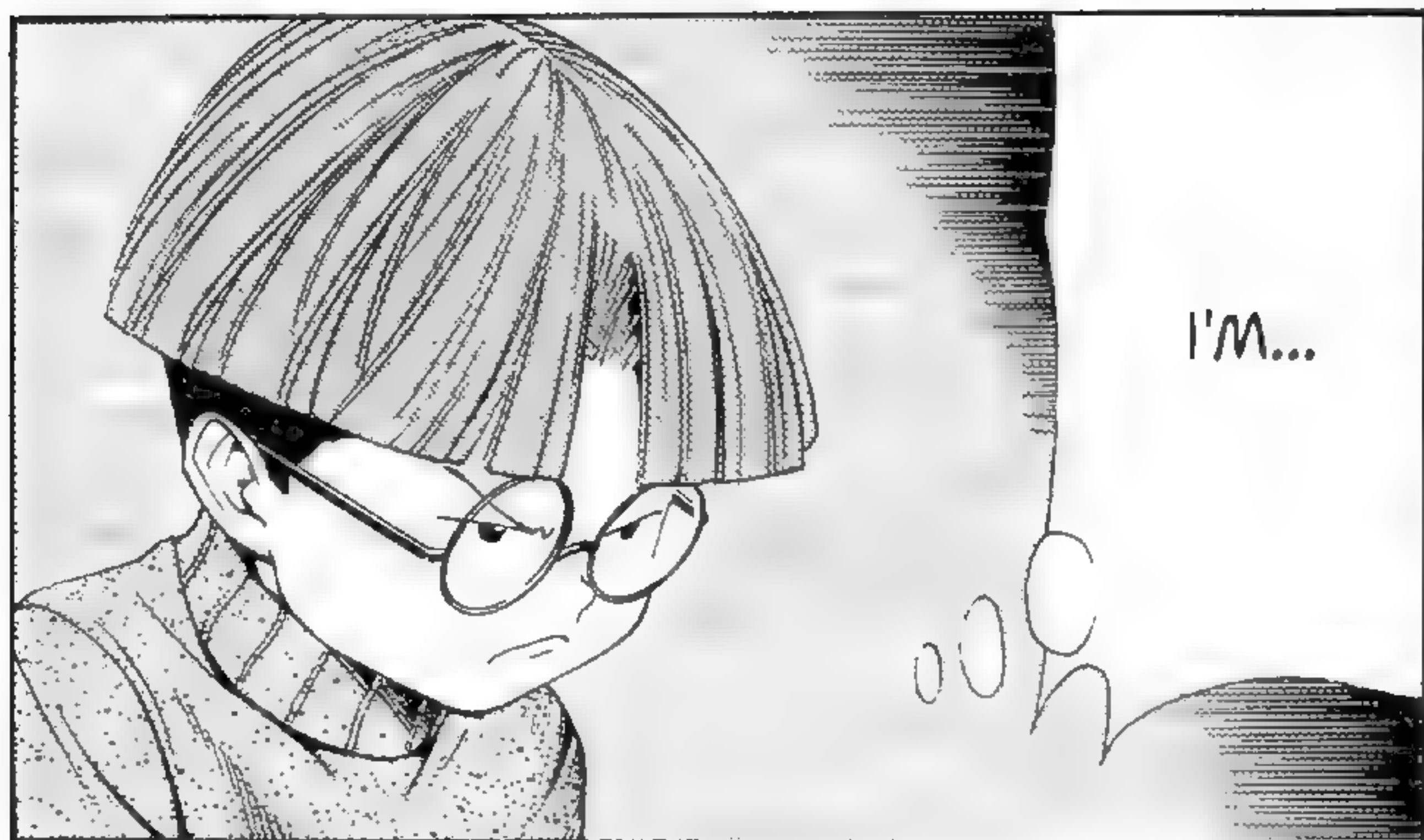
...THE READER
SURVEY CARDS IN
SHONEN JUMP.
I WROTE IN EVERY
WEEK THAT HIKARU
NO GO WAS MY
FAVORITE MANGA.

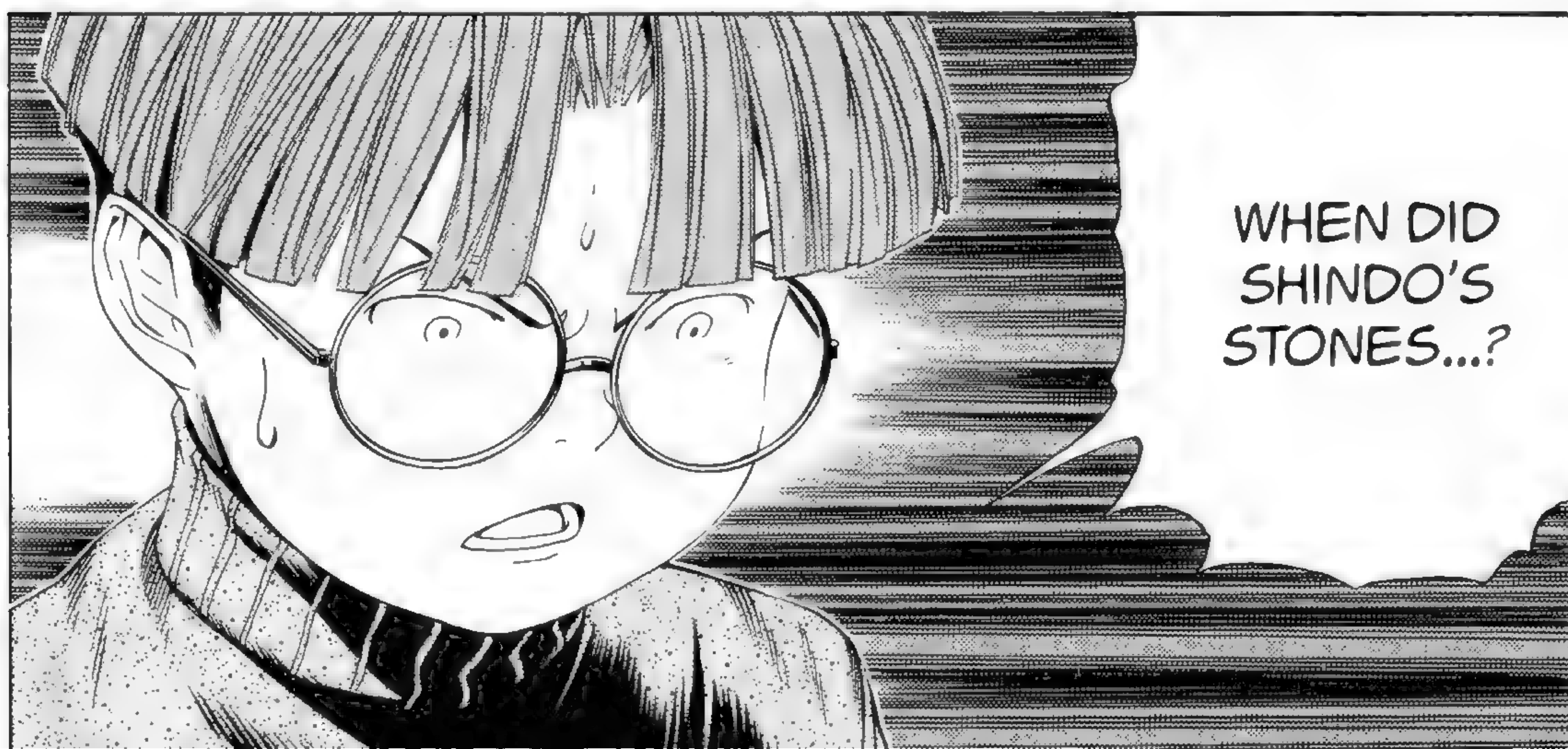
Game 95 "The Second Player to Pass"











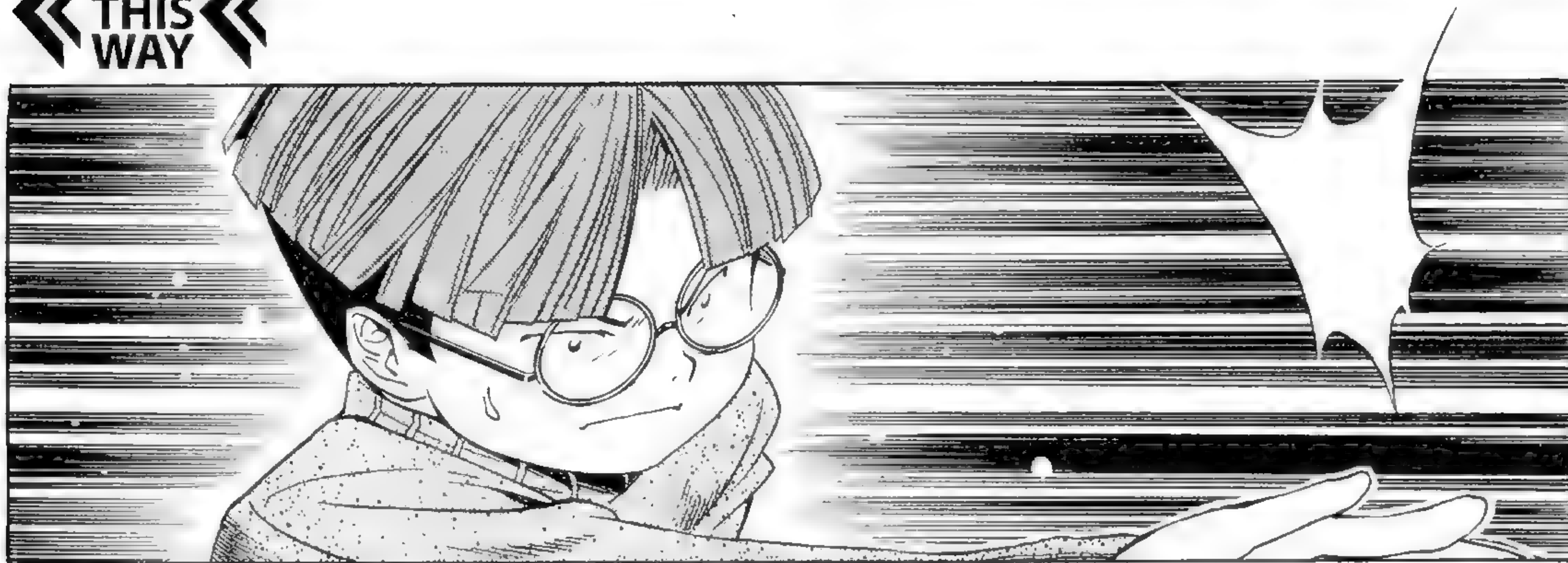


And Hikaru
saved his
stones in the
lower right
and came
back from
his weaker
position.

Ochi
didn't see
it, but
Hikaru
found a
weak
point.



Now it's
unclear who
will be the
victor!

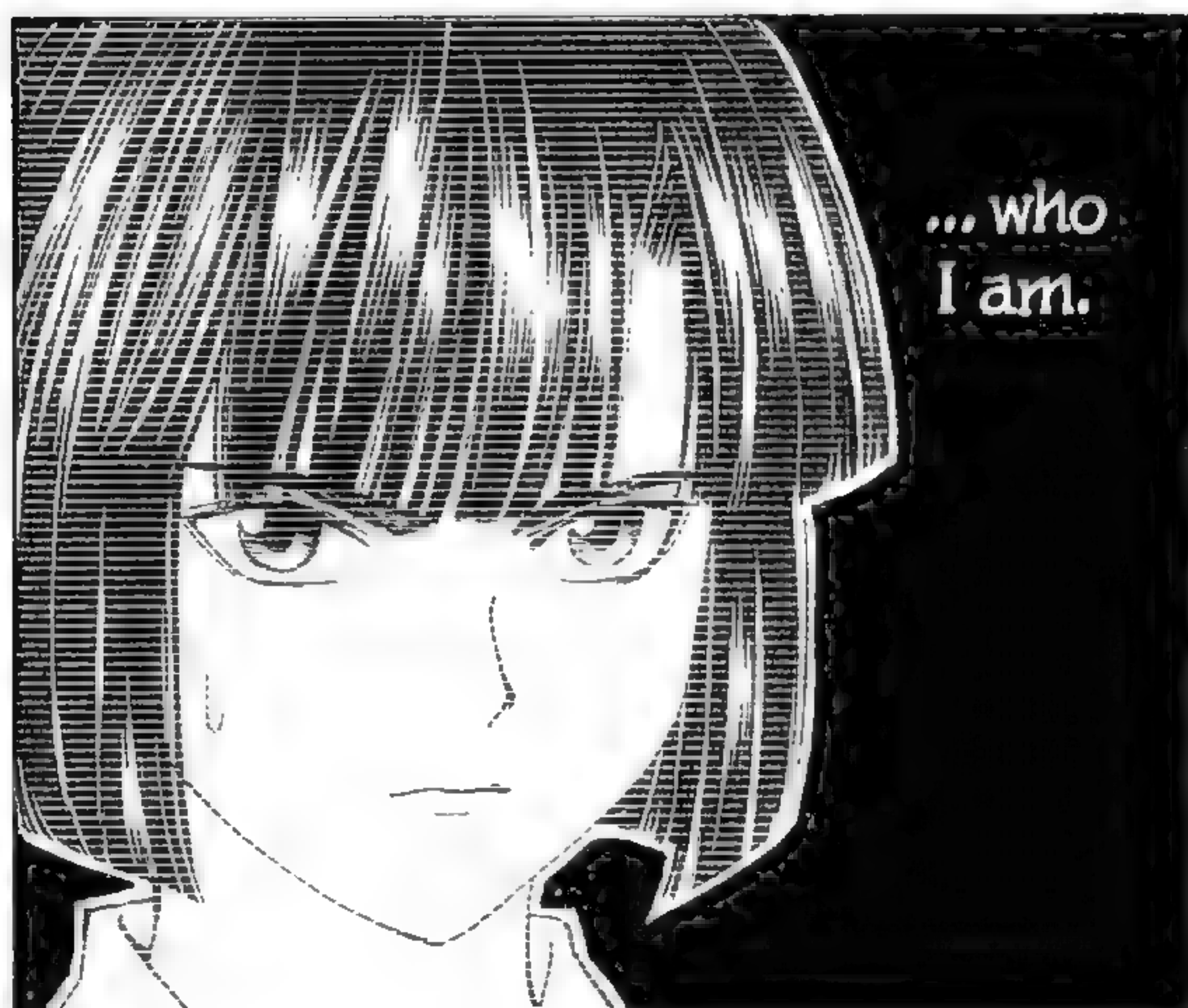




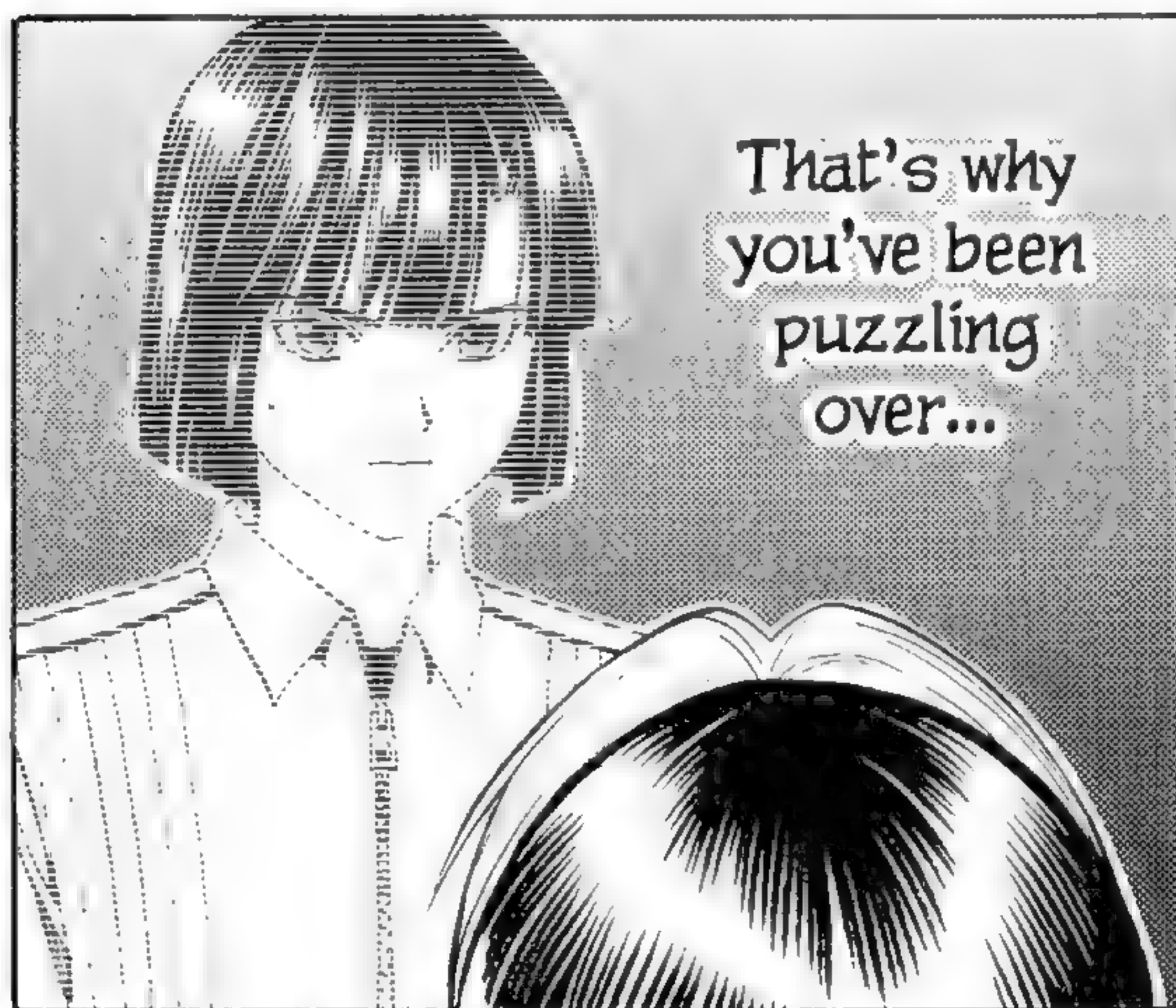
You see,
there are
two of us...
Hikaru and
I, who
reside within
Hikaru.

... it
was
really
me.

When
you
faced
him two
years
ago...



... who
I am.



That's why
you've been
puzzling
over...



Fujiwara-
no-
Sai.

I am
Sai.



He
learns
from me
and
continues
to grow.

However,
Hikaru
shall be
the one to
answer
you.



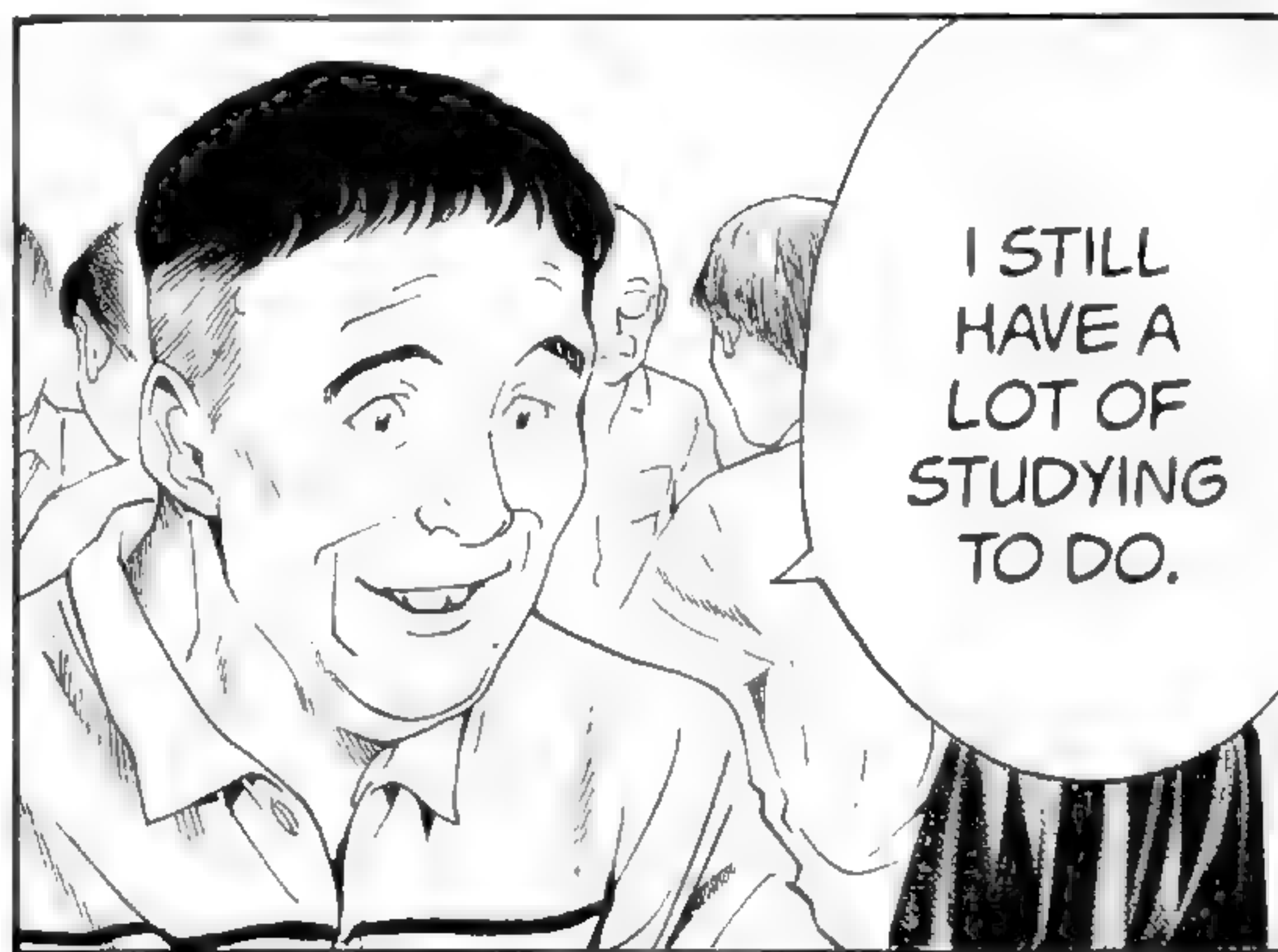
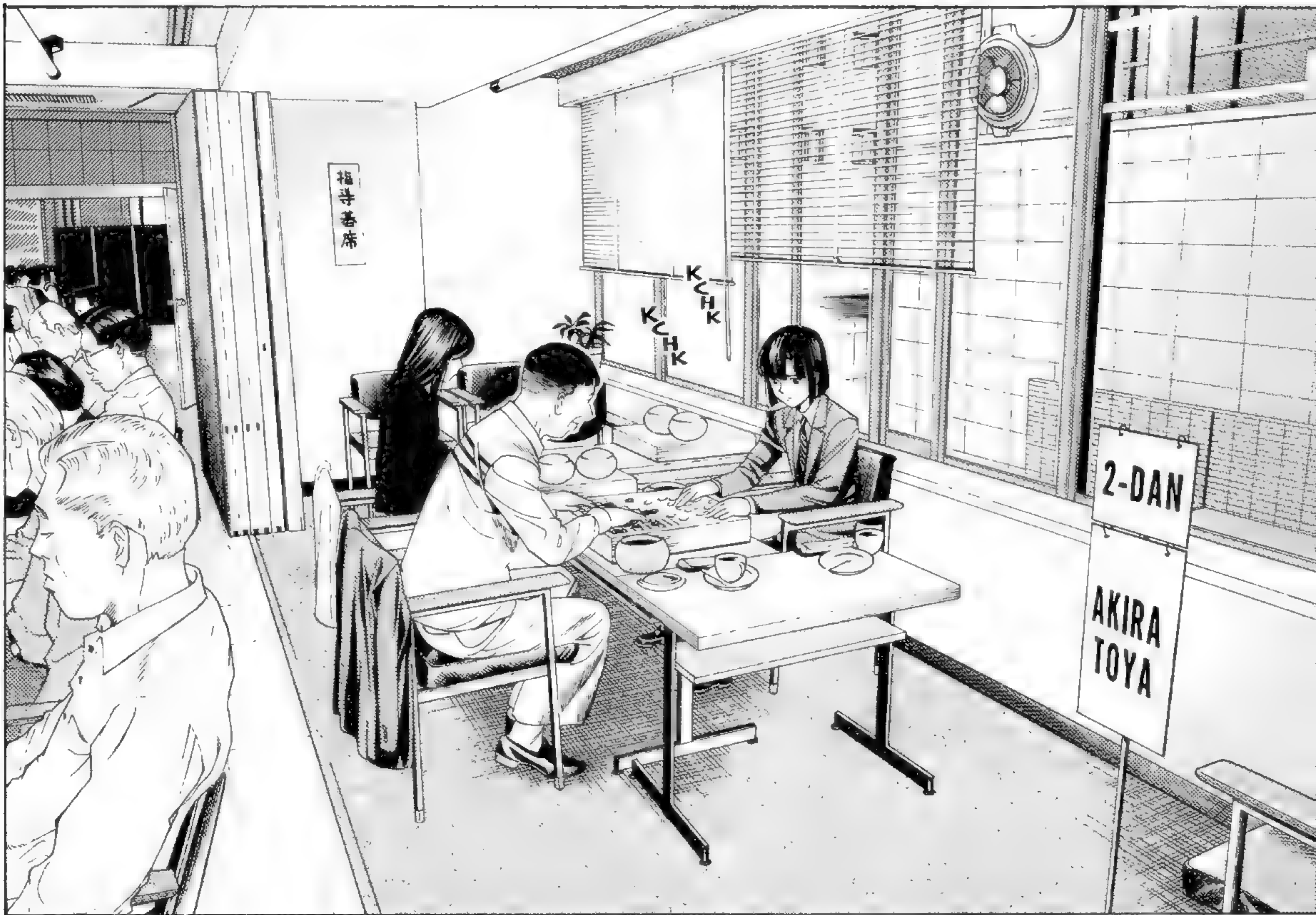
...will
not
be
me.

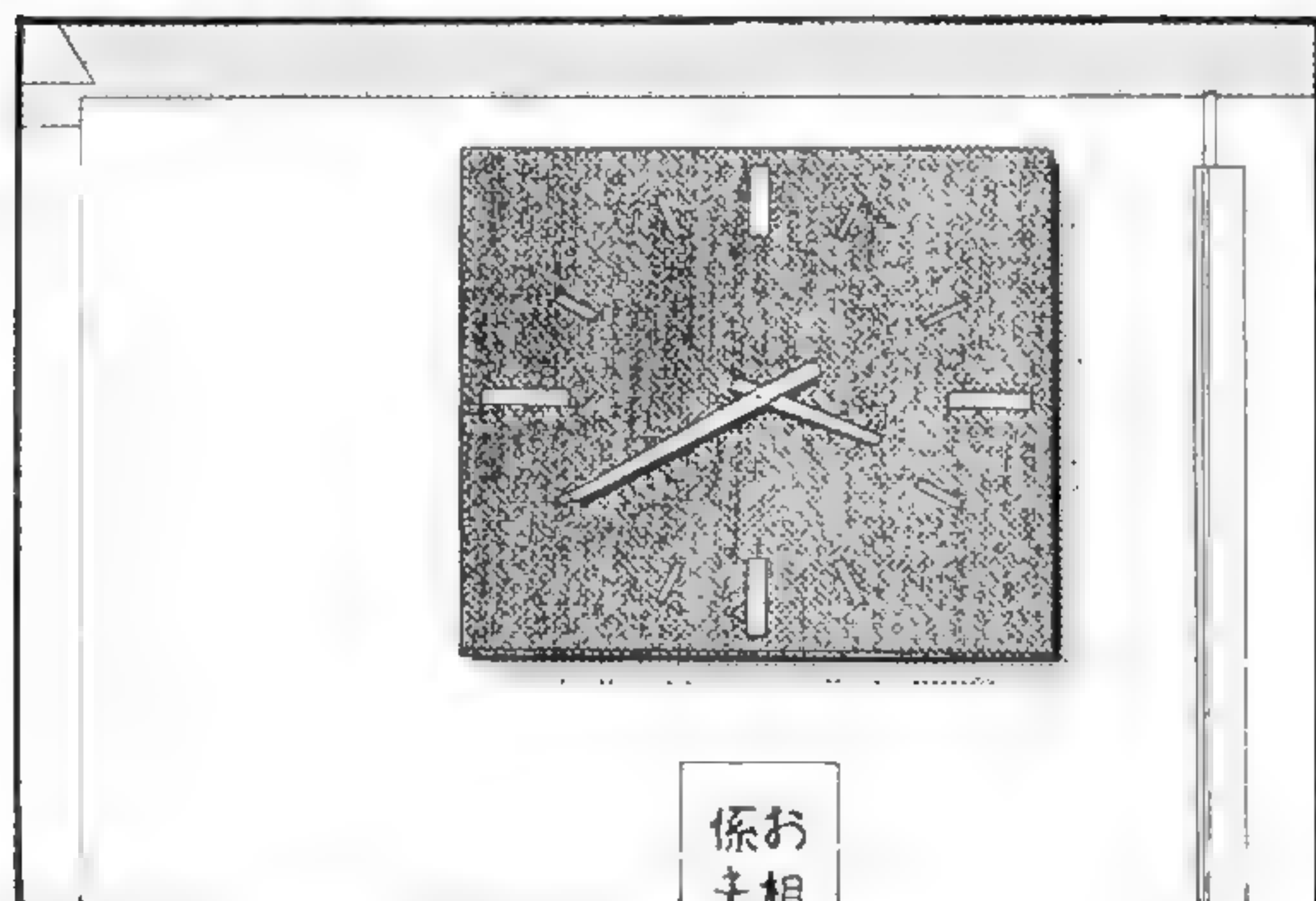
Akira,
the one
who shall
face you...

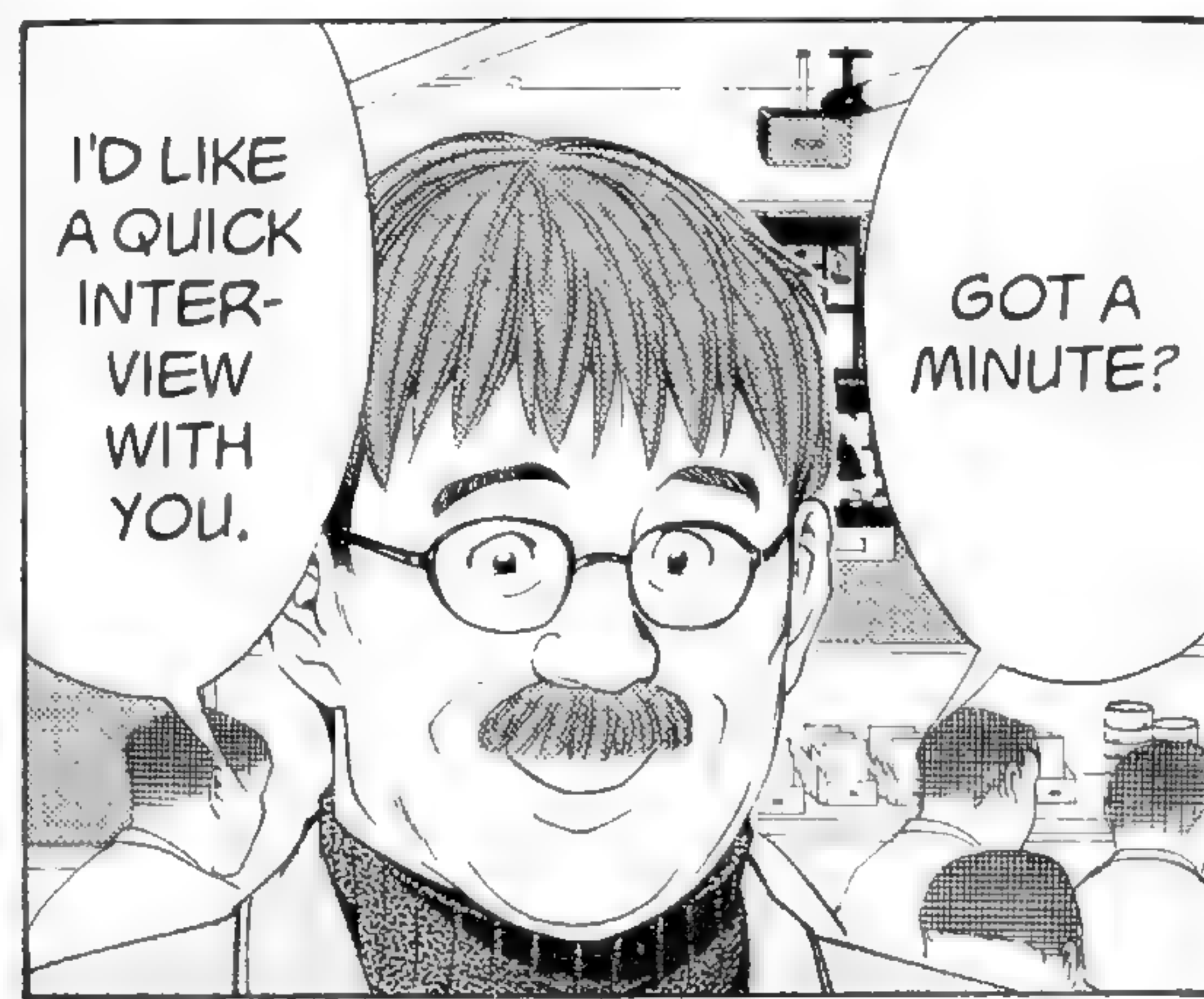


It will
be
Hikaru!

KIKI













I'LL PUT IN
A CALL TO
THE STUDY
CENTER.



LOOK
AT THE
TIME.



PLEASE,
WAIT A
MINUTE!

SHOOT

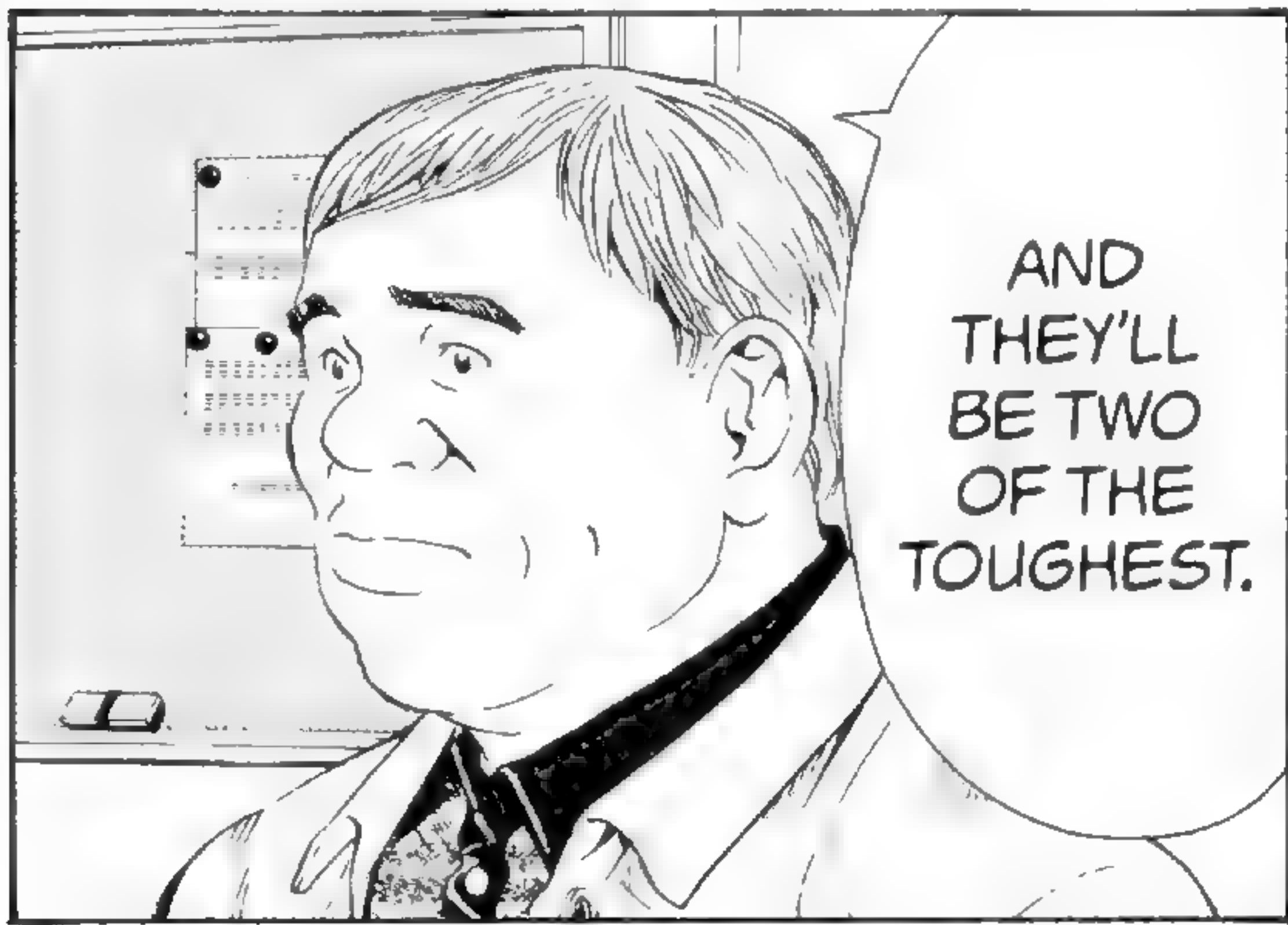


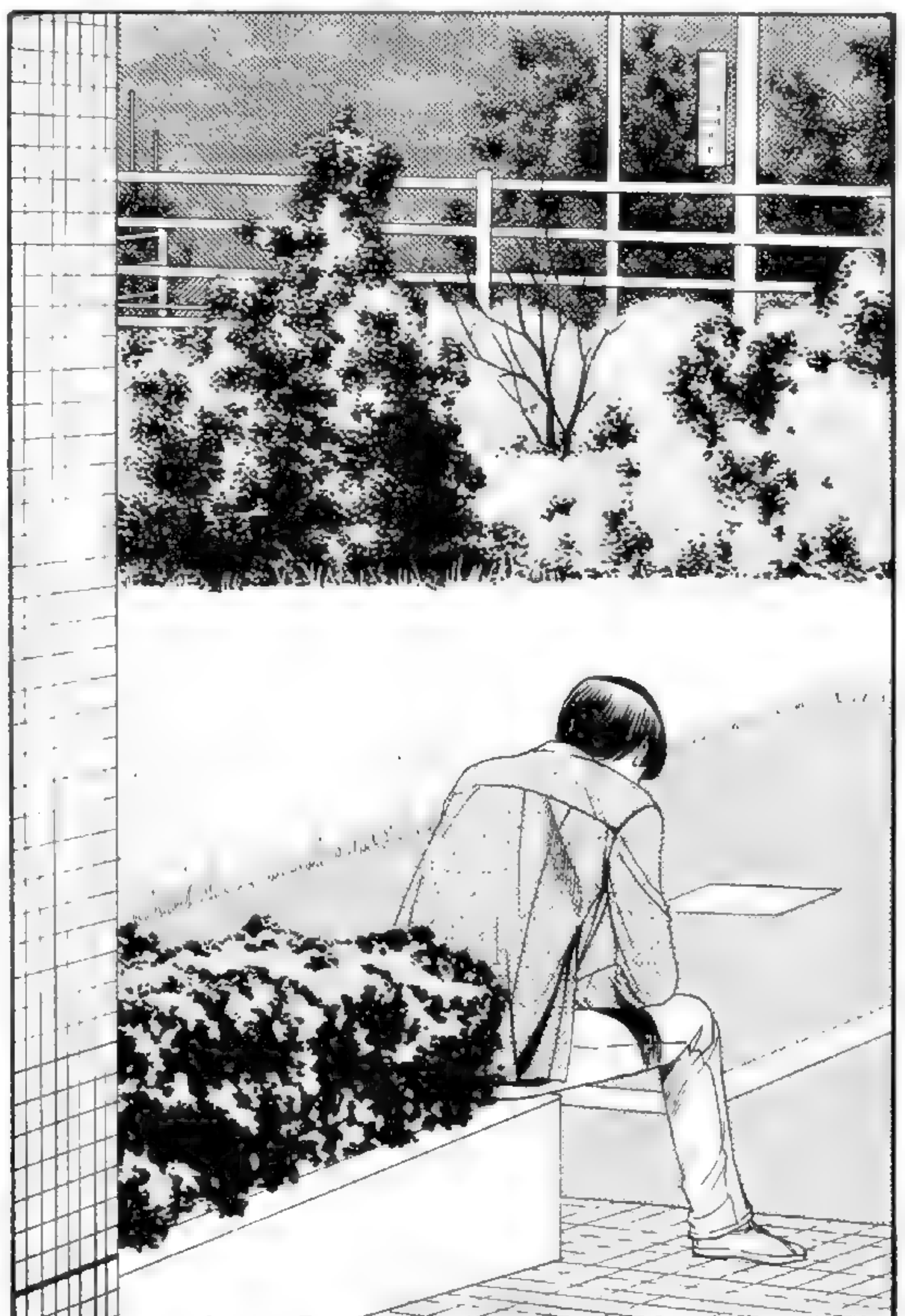
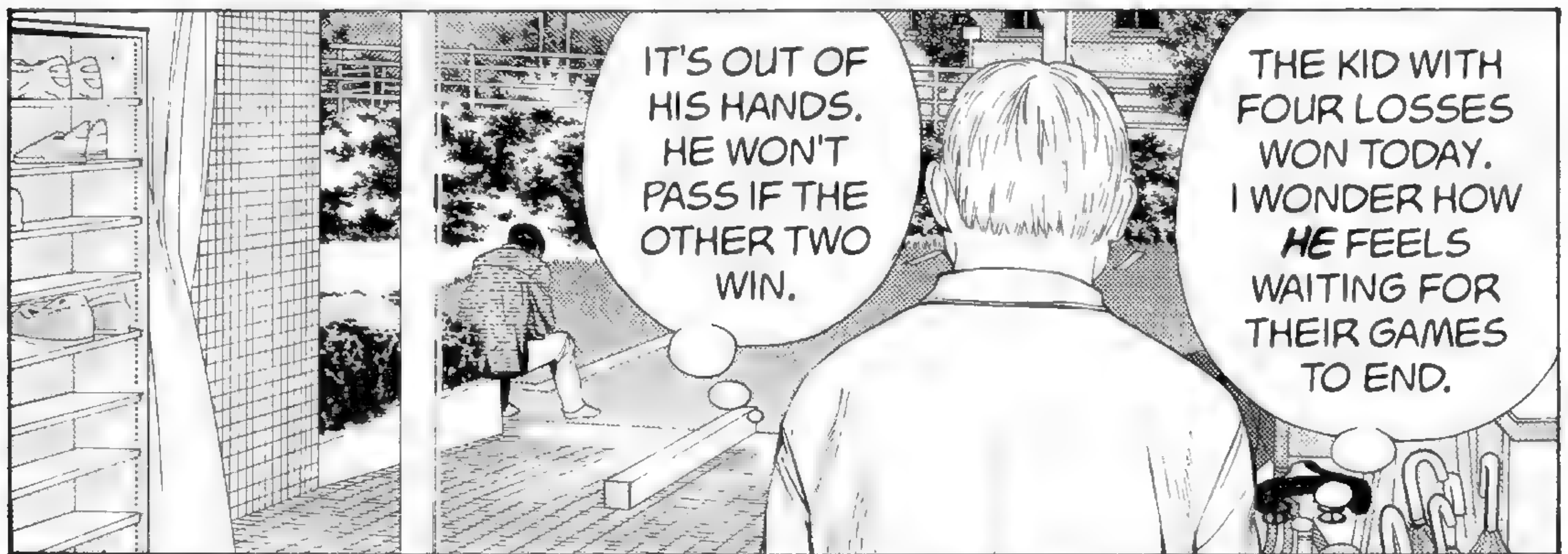
MAYBE
I CAN FIND
OUT THE
RESULTS OF
THE PRO
TEST.

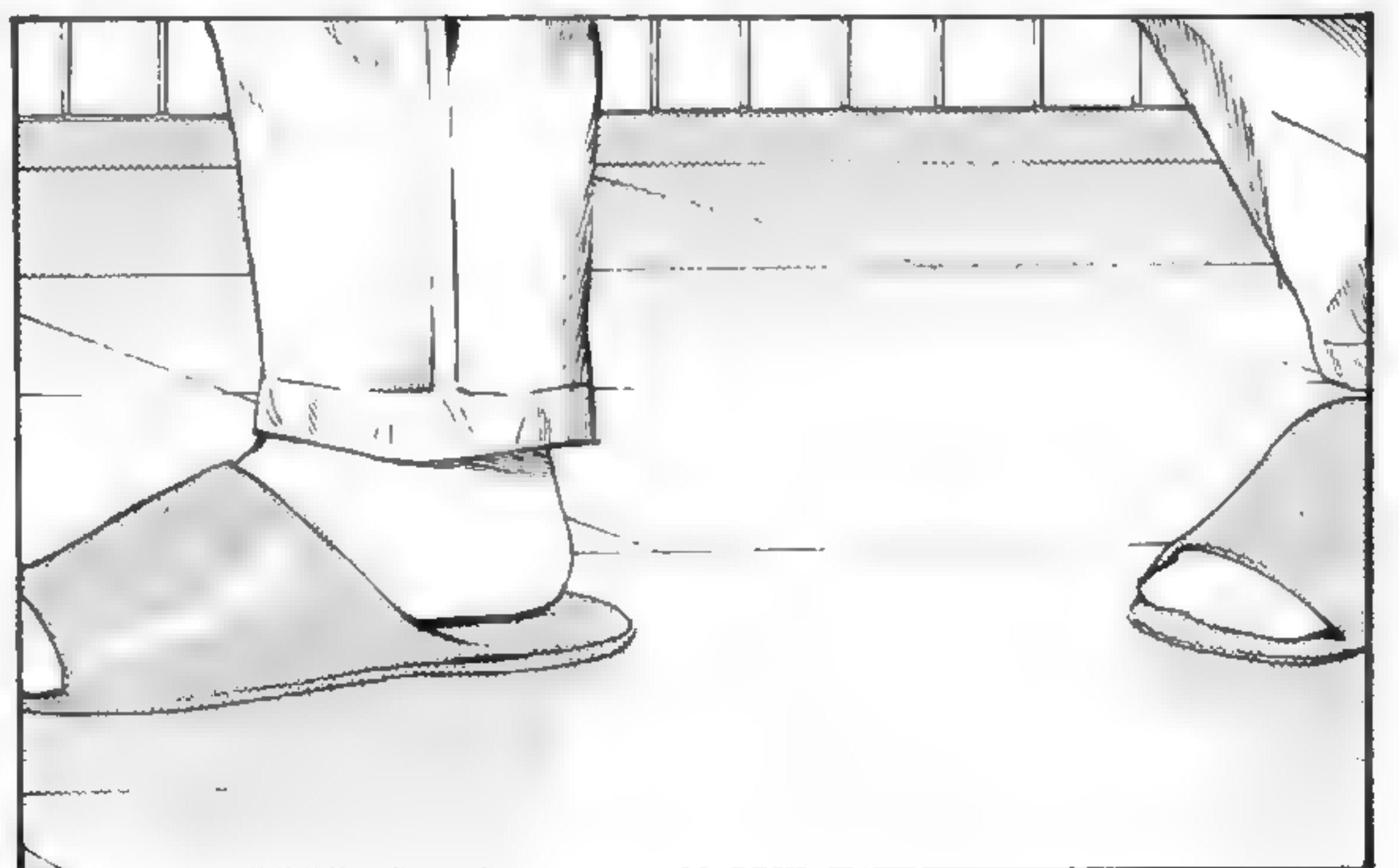
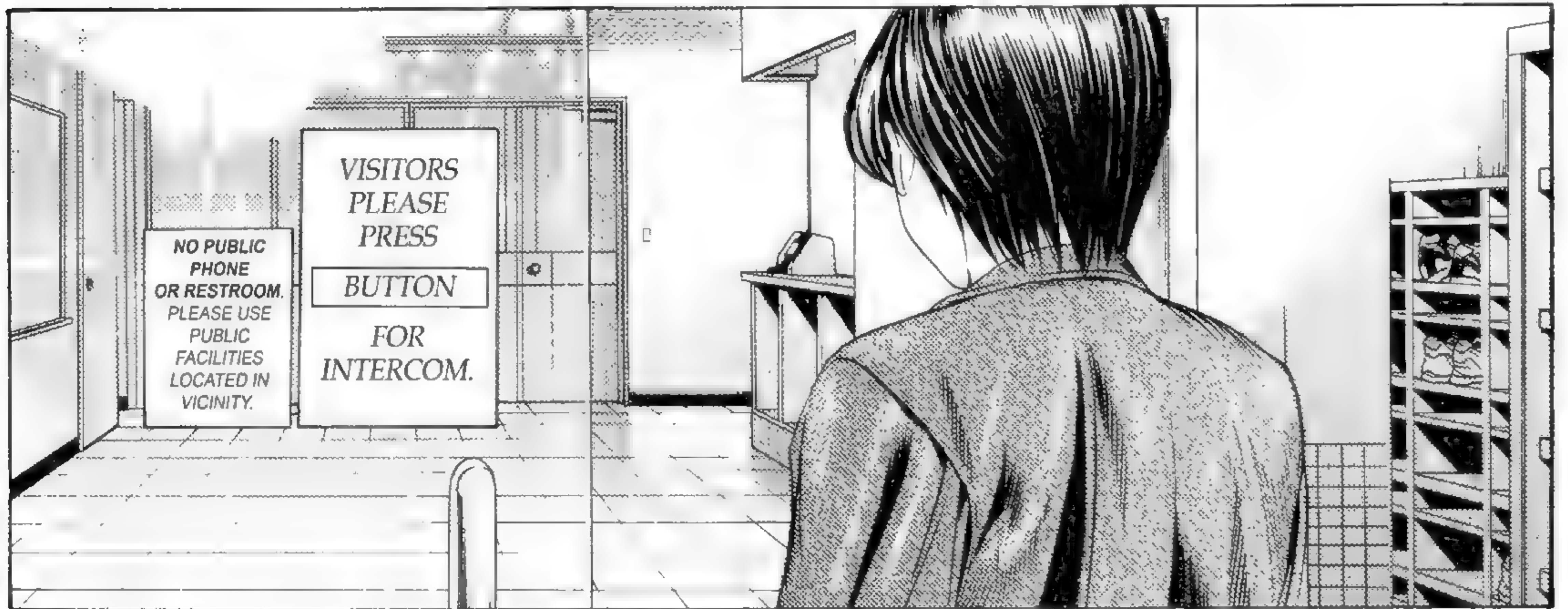


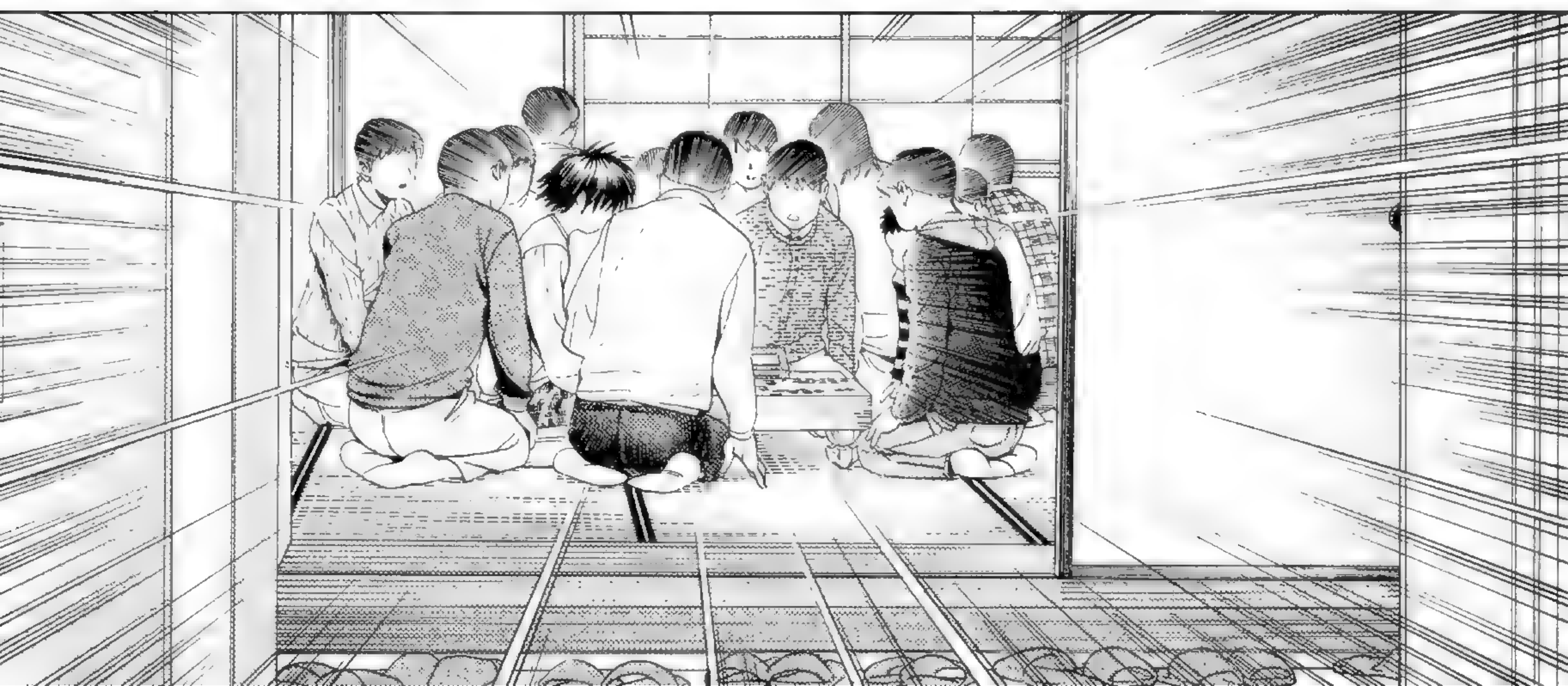
I'D LIKE
TO HEAR
THE
RESULTS,
TOO!

UMM...














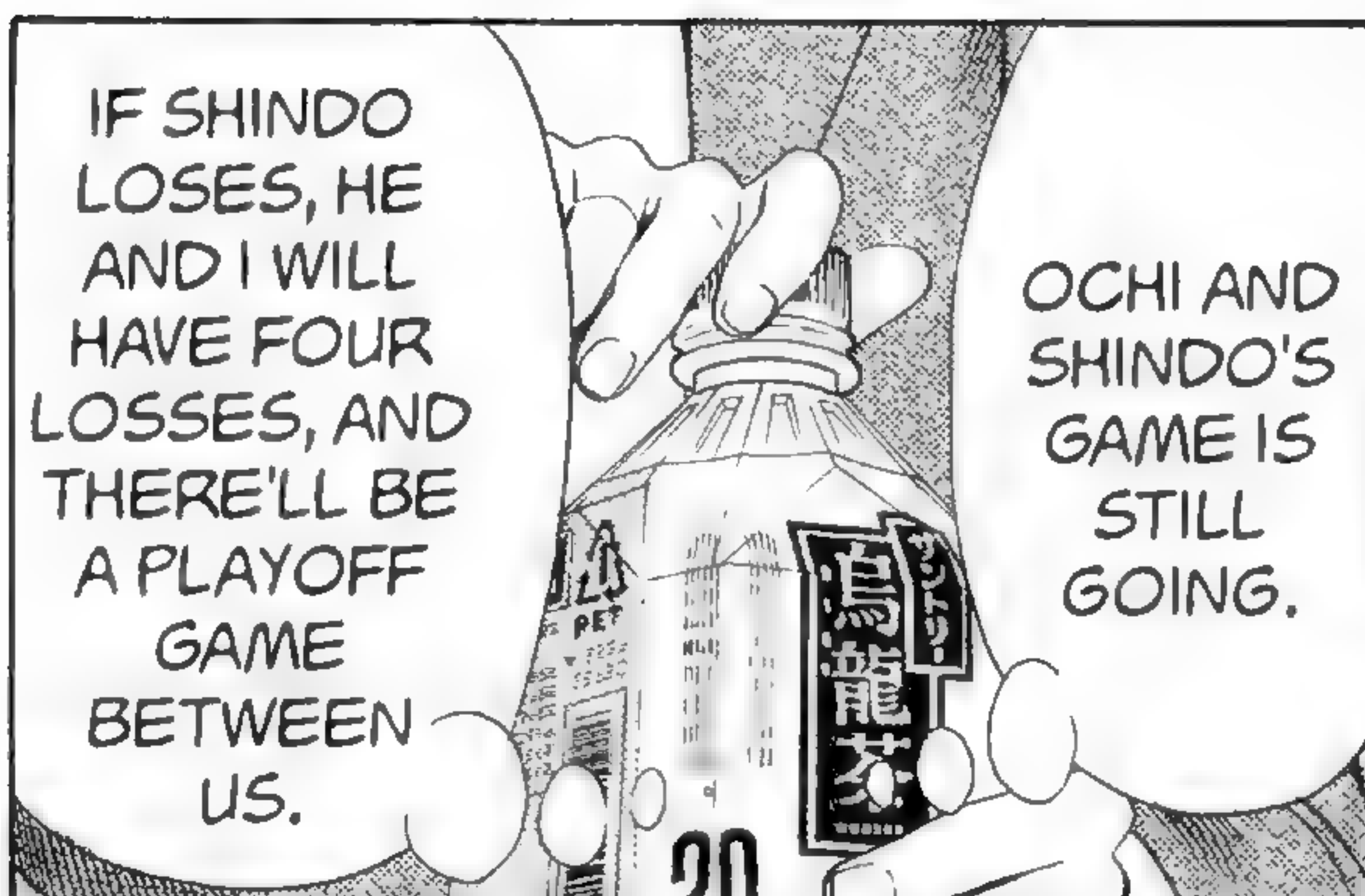
EVERYONE
HERE UNDER-
STANDS AND
ACCEPTS
THAT;

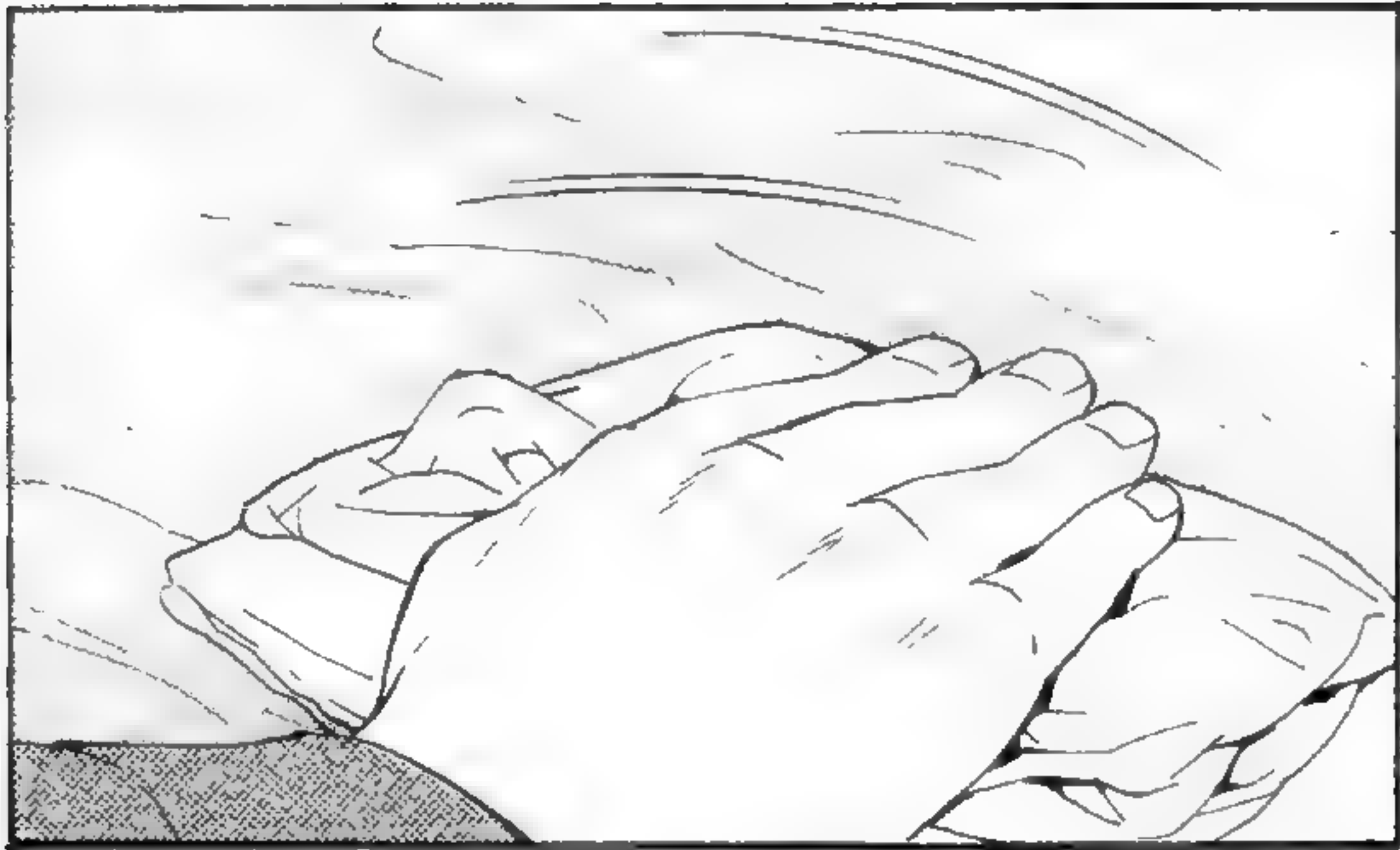
ONLY
THOSE
WHO WIN
MOVE
ON.



AND YET, WE'VE
GOTTEN ALONG,
HAD FUN AND TALKED
ABOUT STUFF WITH
EACH OTHER.







WHO
WON?!



PRO TEST STANDINGS FOR GAMES 16-27

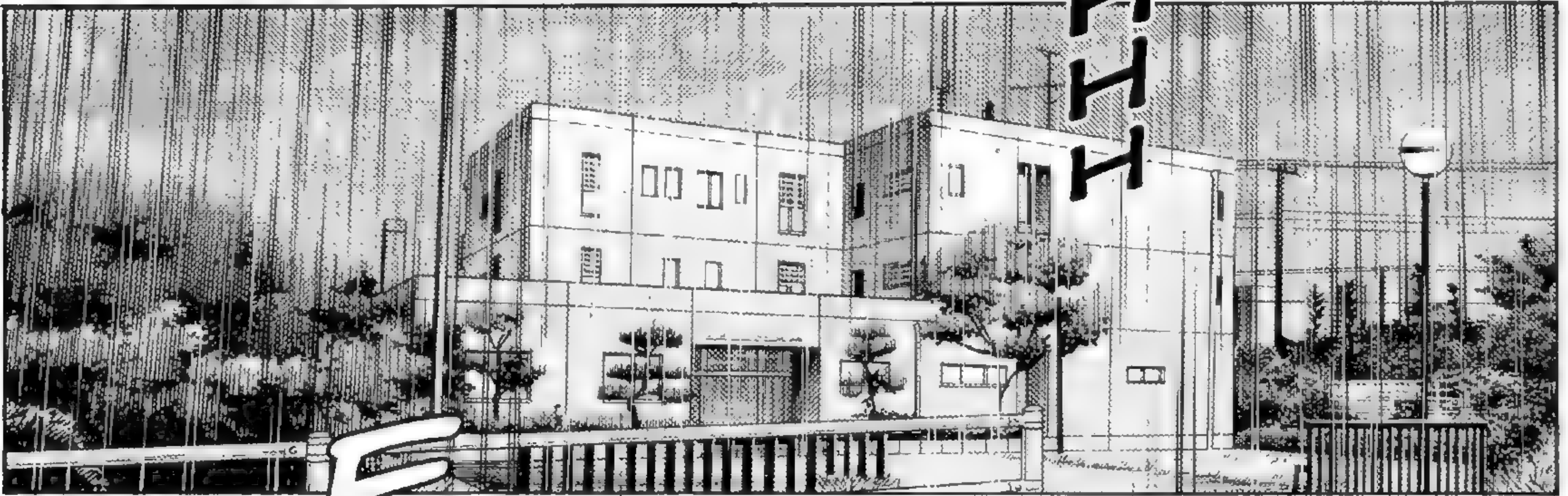
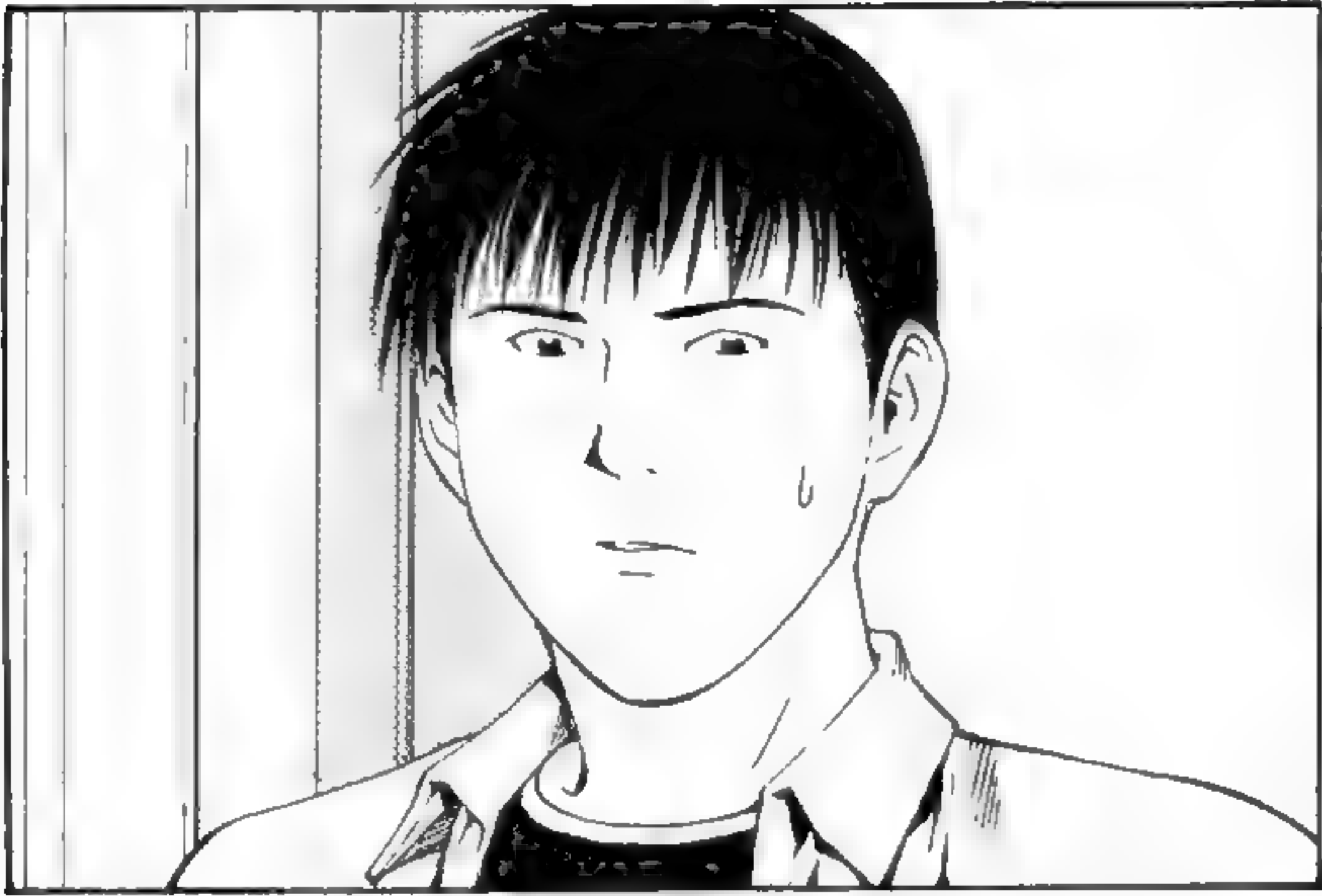
ENTRY NO.		NAME	AGE	16 10/1	17 10/3	18 10/7	19 10/8	20 10/10	21 10/14	22 10/15	23 10/17	24 10/21	25 10/22	26 10/24	27 10/28
1	out-side	Kazuhiko Hino	24	● 17	● 18	○ 19	○ 20	● 21	● 22	● 23	○ 24	● 25	● 26	○ 27	● 28
2	out-side	Toshiro Tsubaki	29	● 16	● 17	○ 18	○ 19	○ 20	● 21	● 22	○ 23	○ 24	● 25	○ 26	○ 27
3	insei	Eiji Komiya	16	○ 15	○ 16	○ 17	○ 18	○ 19	○ 20	● 21	● 22	○ 23	○ 24	● 25	○ 26
4	insei	Takashi Nakamura	14	● 14	○ 15	● 16	● 17	○ 18	○ 19	○ 20	● 21	● 22	● 23	● 24	● 25
5	out-side	Hiroshi Oshima	20	● 13	○ 14	○ 15	● 16	● 17	○ 18	● 19	○ 20	● 21	● 22	○ 23	● 24
6	insei	Nobuyuki Takakura	15	● 12	○ 13	○ 14	○ 15	● 16	● 17	● 18	● 19	○ 20	● 21	● 22	● 23
7	insei	Hikaru Shindo	13	○ 11	● 12	○ 13	○ 14	○ 15	○ 16	○ 17	○ 18	○ 19	○ 20	○ 21	22
8	insei	Yuta Fukui	12	○ 10	● 11	● 12	○ 13	● 14	○ 15	○ 16	● 17	● 18	○ 19	● 20	● 21
9	insei	Jun Kaneda	17	● 28	○ 10	● 11	● 12	○ 13	● 14	● 15	● 16	● 17	● 18	○ 19	○ 20
10	out-side	Koji Tachiyama	22	● 8	● 9	● 28	● 11	● 12	○ 13	● 14	○ 15	● 16	● 17	● 18	● 19
11	insei	Asumi Nase	16	● 7	○ 8	○ 9	○ 10	● 28	○ 12	● 13	● 14	○ 15	● 16	● 17	● 18
12	insei	Toshinori Honda	17	○ 6	○ 7	○ 8	○ 9	○ 10	● 11	○ 28	○ 13	○ 14	○ 15	● 16	● 17
13	out-side	Yasutoshi Sugishita	20	○ 5	● 6	● 7	● 8	● 9	○ 10	○ 11	● 12	● 28	● 14	○ 15	○ 16
14	insei	Shogo Nozaki	16	○ 4	● 5	● 6	● 7	○ 8	○ 9	○ 10	○ 11	● 12	○ 13	● 28	● 15
15	out-side	Kazunari Ishikawa	23	● 3	● 4	● 5	● 6	● 7	● 8	○ 9	● 10	● 11	● 12	● 13	○ 14
16	out-side	Kyohei Katagiri	25	○ 2	● 3	○ 4	○ 5	○ 6	● 7	● 8	○ 9	○ 10	○ 11	○ 12	● 13
17	insei	Toshiki Adachi	16	○ 1	○ 2	● 3	○ 4	○ 5	○ 6	● 7	○ 8	○ 9	○ 10	○ 11	○ 12
18	insei	Tatsuya Hayashi	14	● 27	○ 1	● 2	● 3	● 4	● 5	○ 6	● 7	○ 8	○ 9	○ 10	○ 11
19	insei	Mai Sasaki	16	● 26	○ 27	● 1	● 2	● 3	● 4	○ 5	○ 6	● 7	● 8	● 9	○ 10
20	out-side	Masahiro Hatanaka	27	● 25	○ 26	● 27	● 1	● 2	● 3	● 4	● 5	● 6	● 7	○ 8	● 9
21	insei	Yoshitaka Waya	15	○ 24	○ 25	○ 26	○ 27	○ 1	○ 2	○ 3	○ 4	○ 5	○ 6	● 7	○ 8
22	insei	Kosuke Ochi	12	○ 23	○ 24	○ 25	○ 26	○ 27	○ 1	○ 2	○ 3	○ 4	○ 5	○ 6	7
23	insei	Ryo Iijima	17	● 22	● 28	○ 24	○ 25	○ 26	○ 27	○ 1	● 2	● 3	○ 4	● 5	○ 6
24	out-side	Saki Miura	20	● 21	● 22	● 23	● 28	● 25	○ 26	○ 27	● 1	● 2	● 3	○ 4	○ 5
25	insei	Naoto Isobe	16	○ 20	● 21	● 22	● 23	○ 24	● 28	○ 26	● 27	○ 1	○ 2	○ 3	○ 4
26	out-side	Yuriko Kitahara	22	○ 19	● 20	● 21	● 22	● 23	● 24	● 25	● 28	● 27	○ 1	● 2	● 3
27	insei	Mitsuru Sawai	16	○ 18	● 19	○ 20	● 21	● 22	● 23	● 24	○ 25	○ 26	● 28	● 1	● 2
28	insei	Shinichiro Isumi	18	○ 9	○ 23	○ 10	○ 24	○ 11	○ 25	● 12	○ 26	○ 13	○ 27	○ 14	○ 1



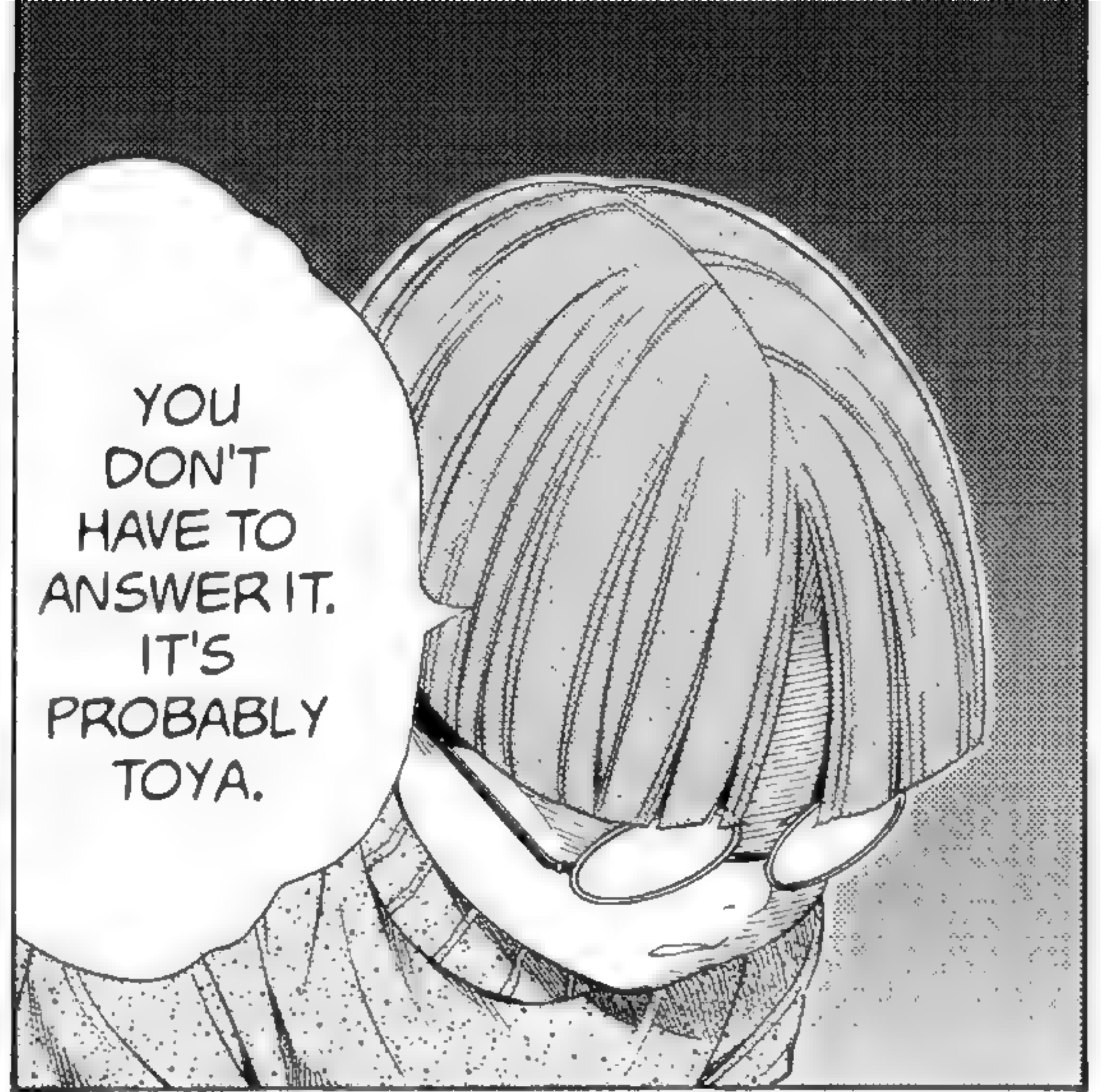
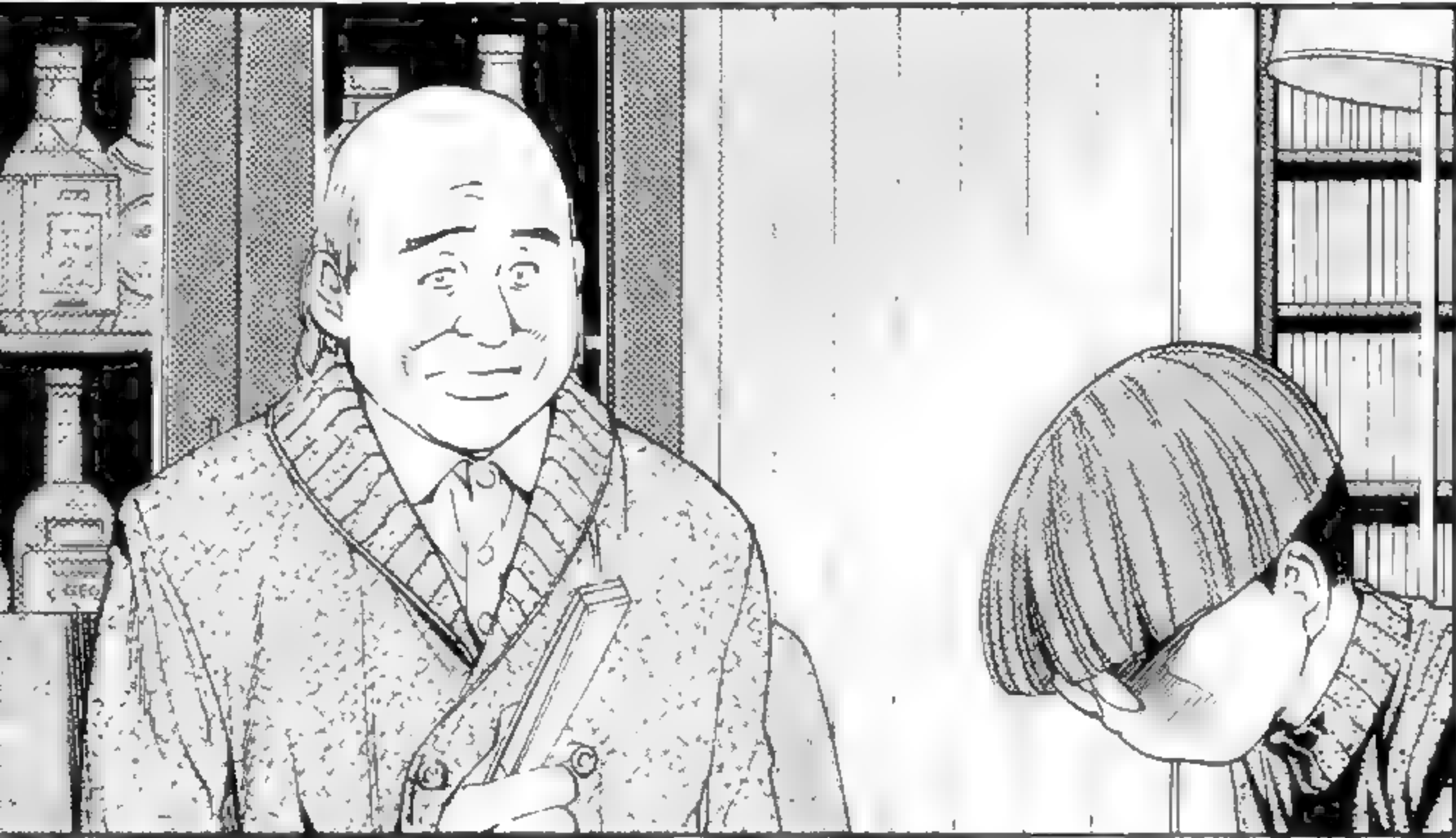
WHO
WON?!

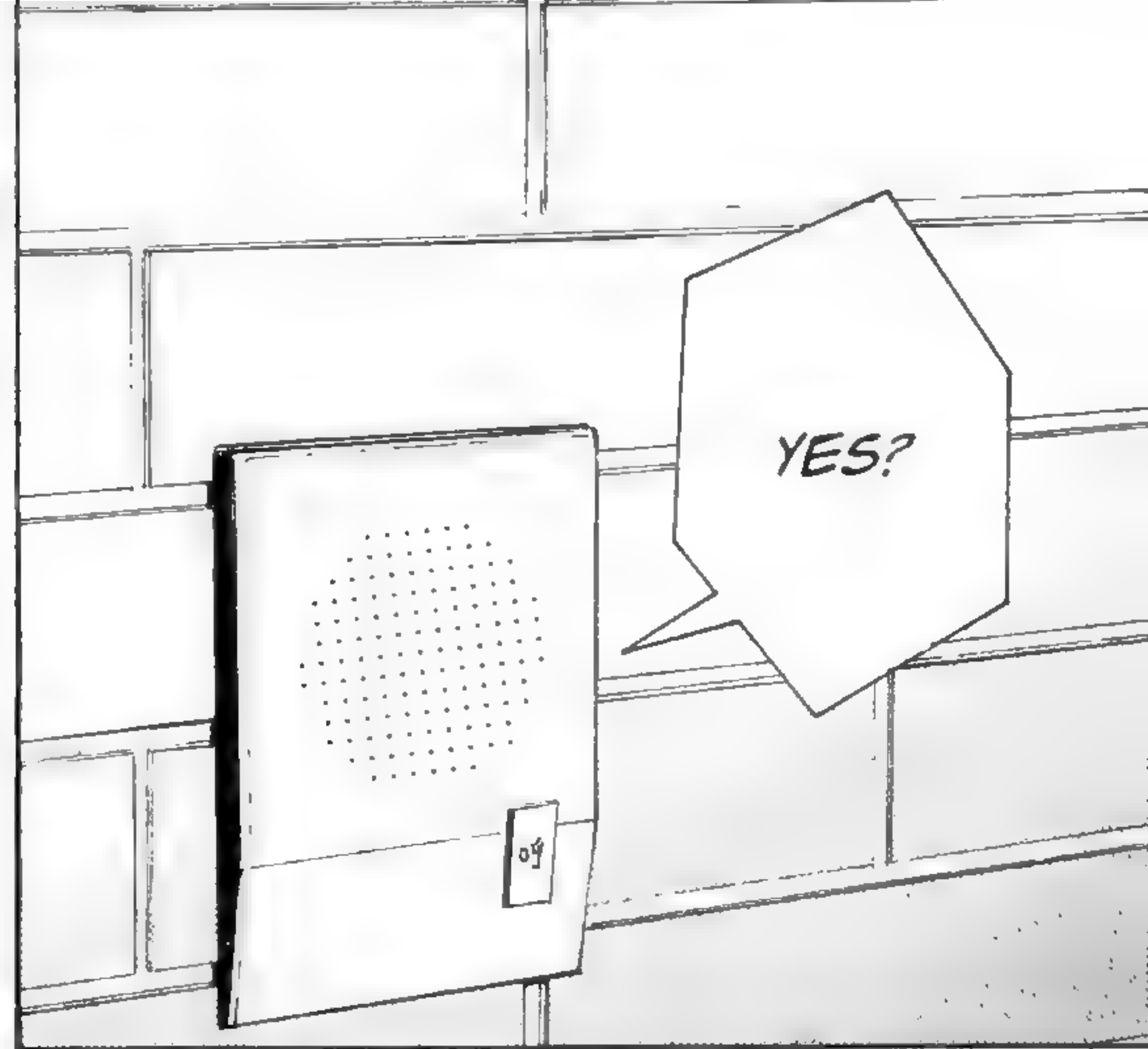
Game 96 "Finally!"

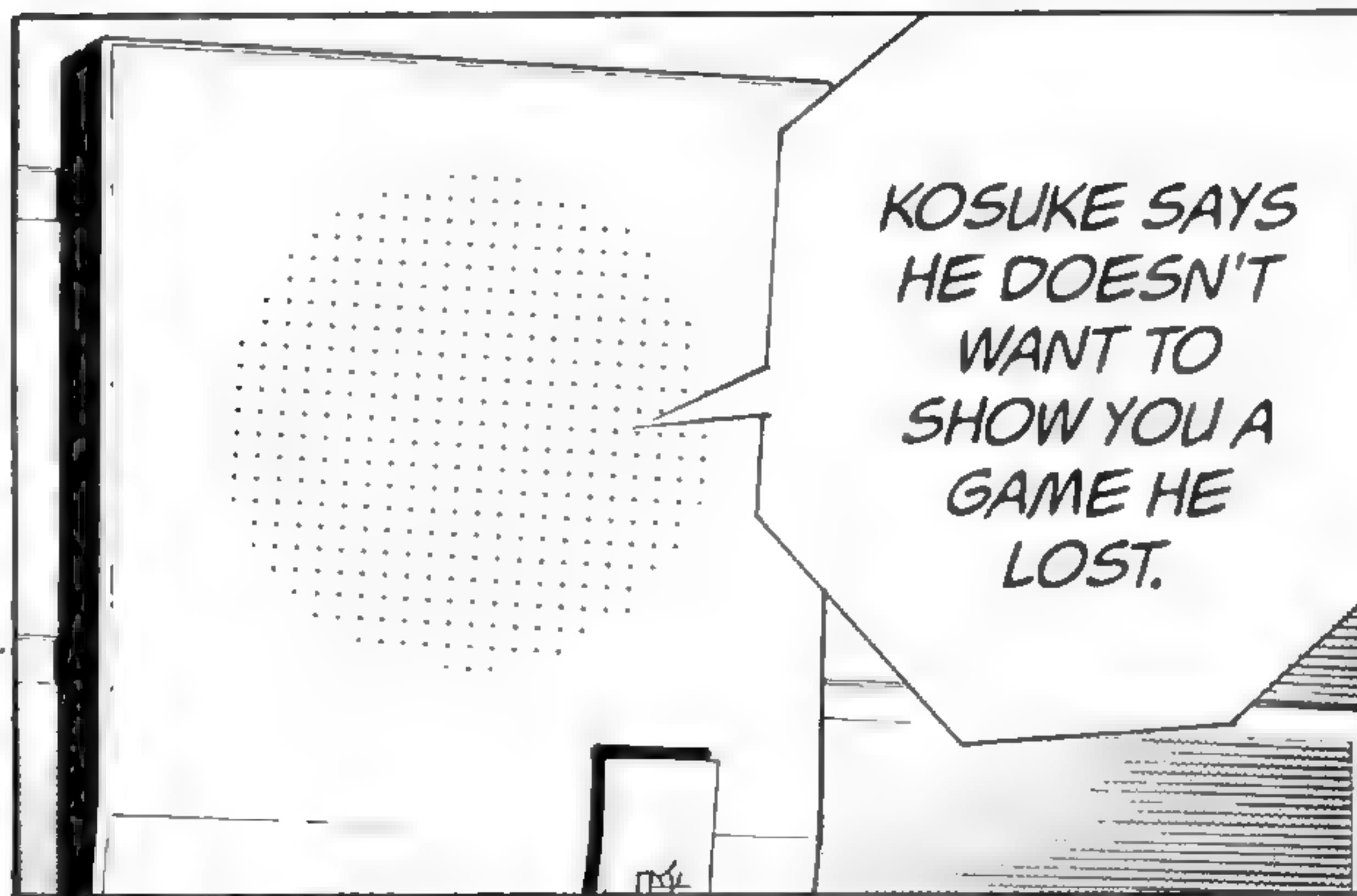
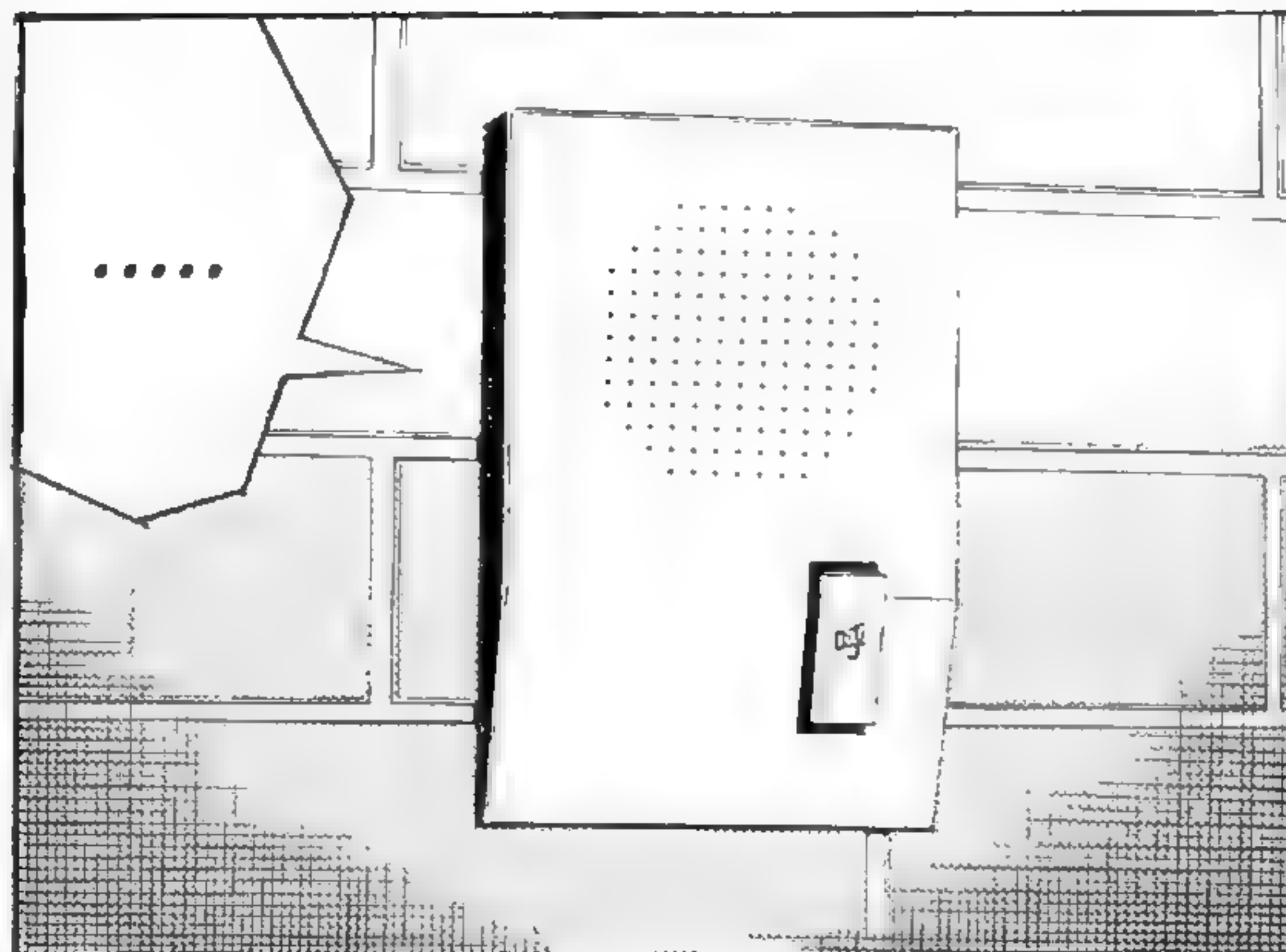
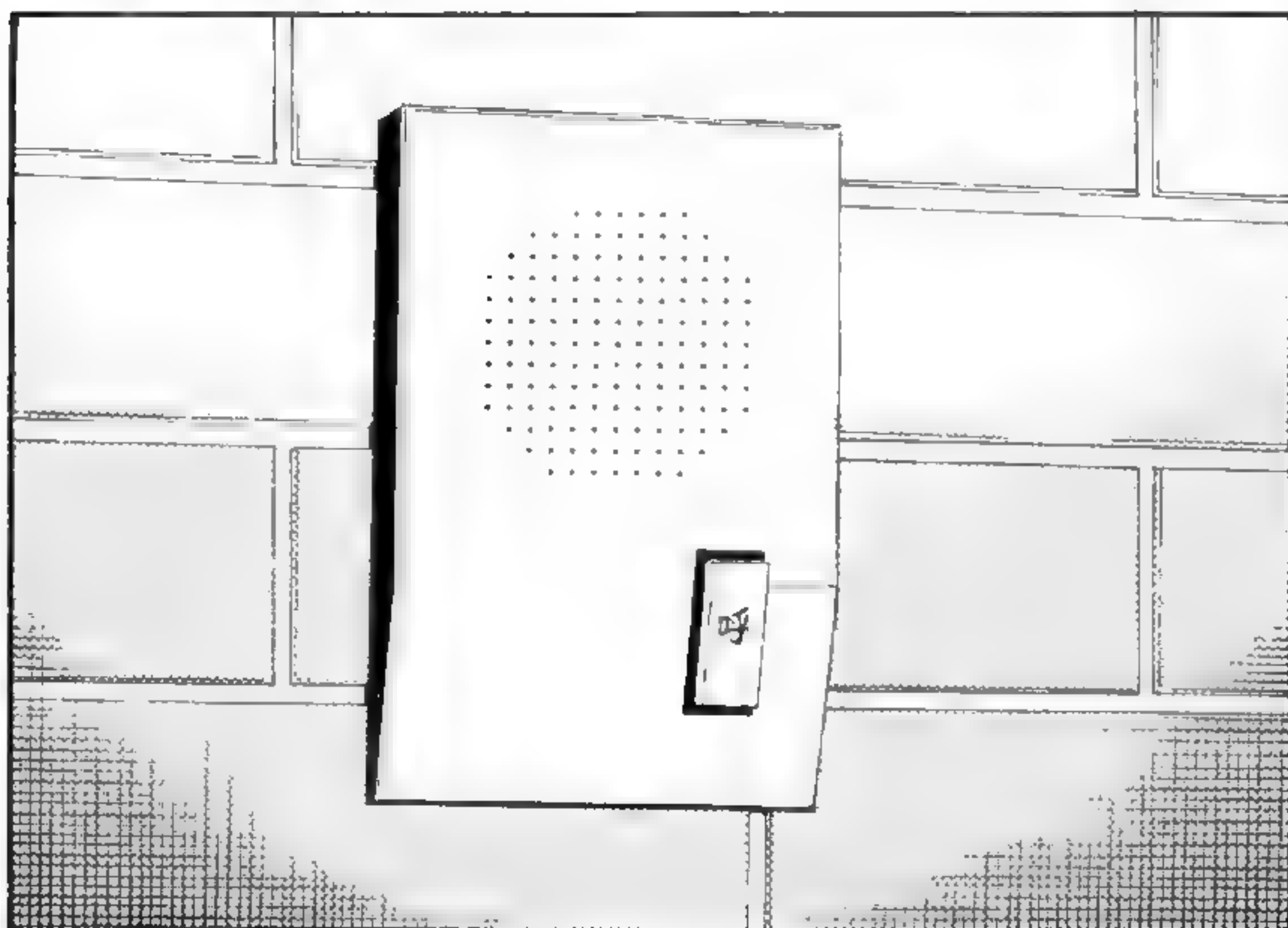


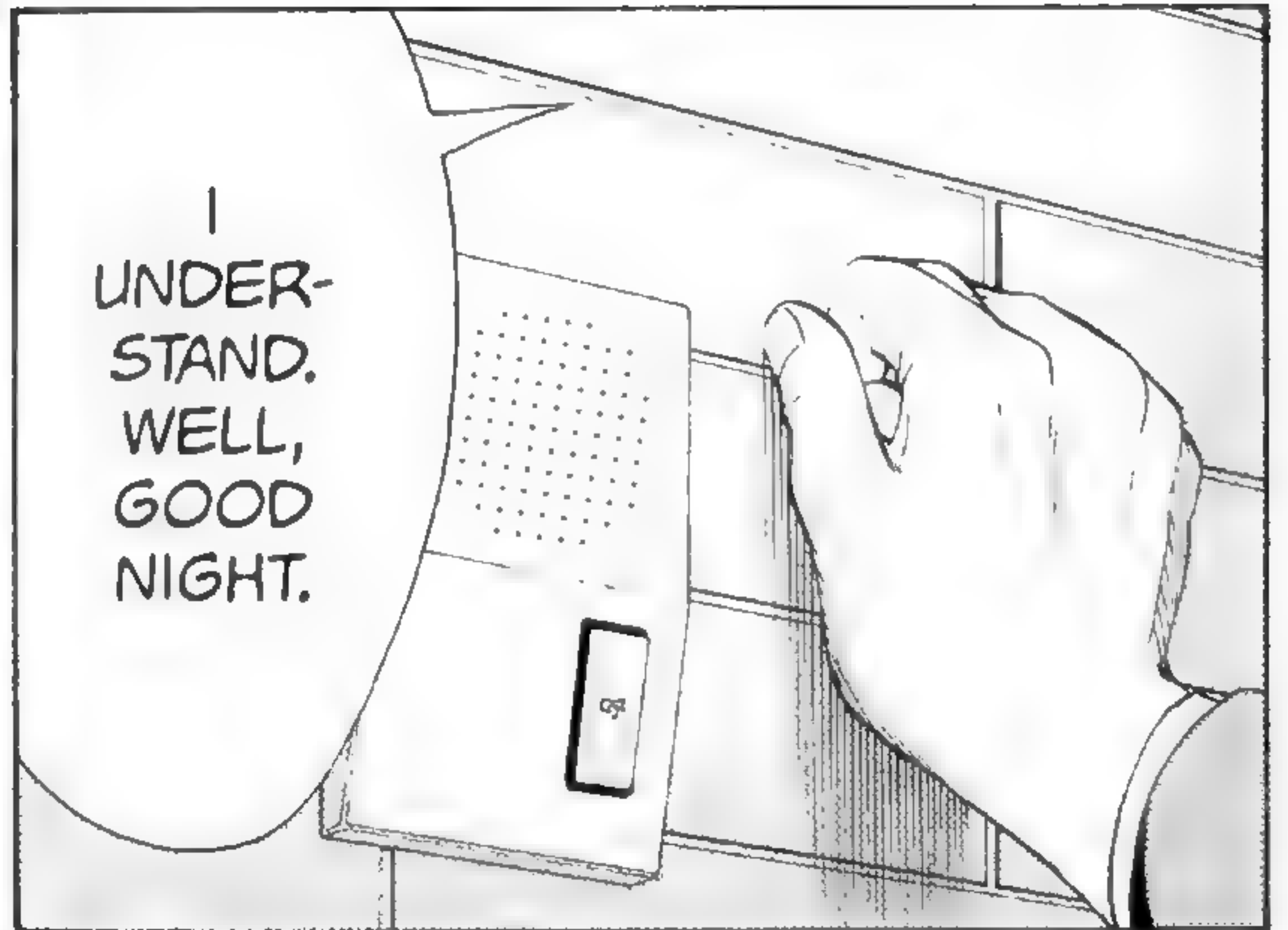


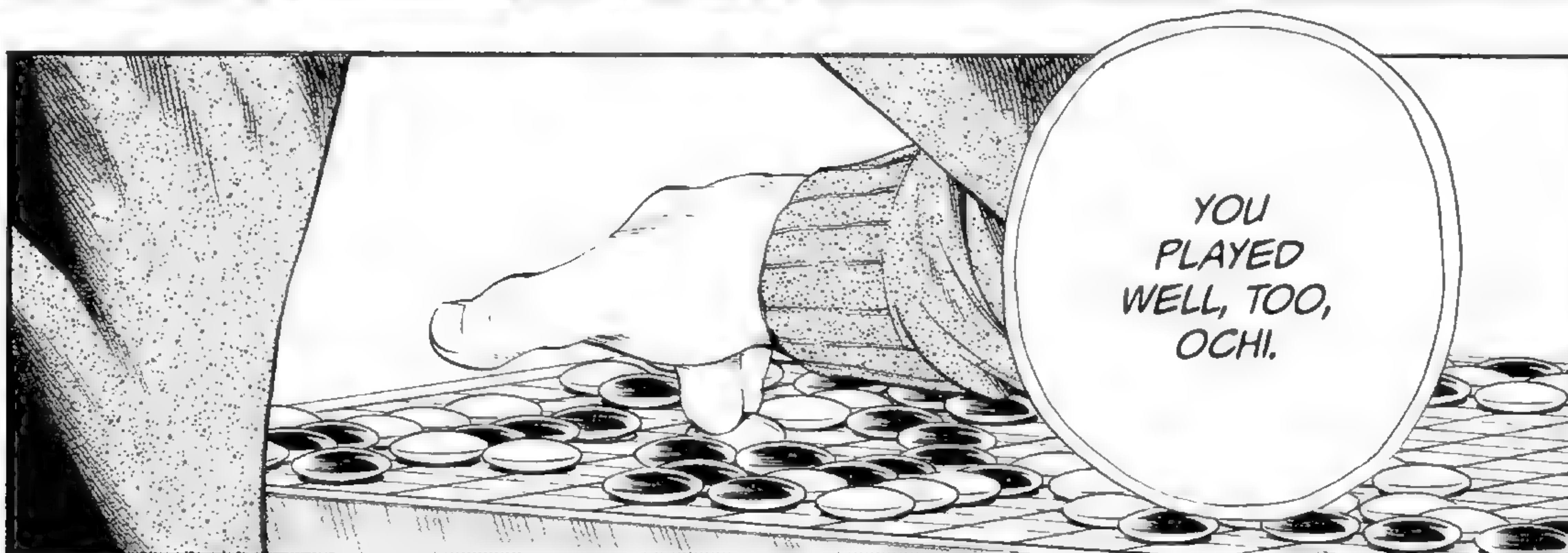
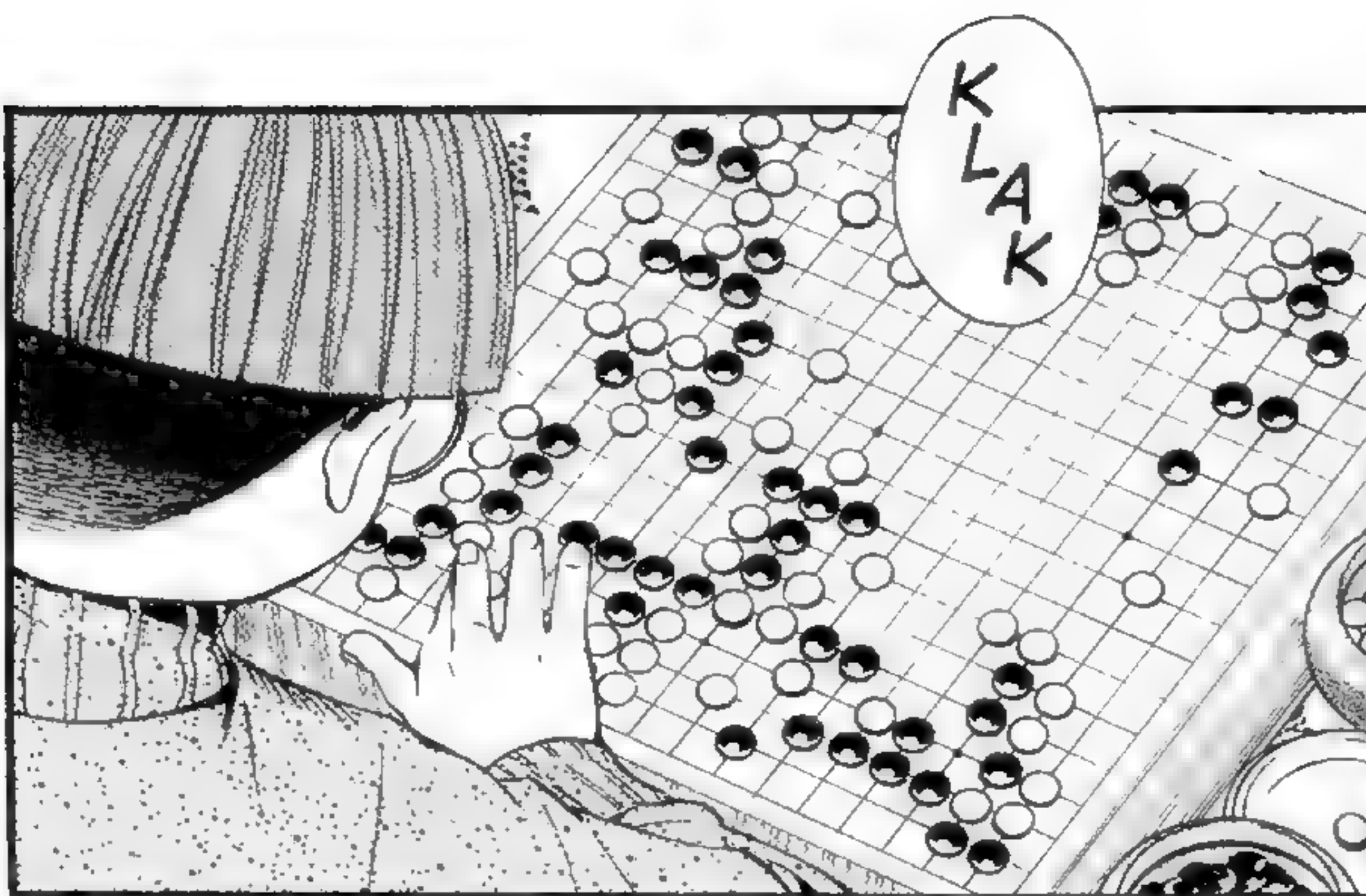
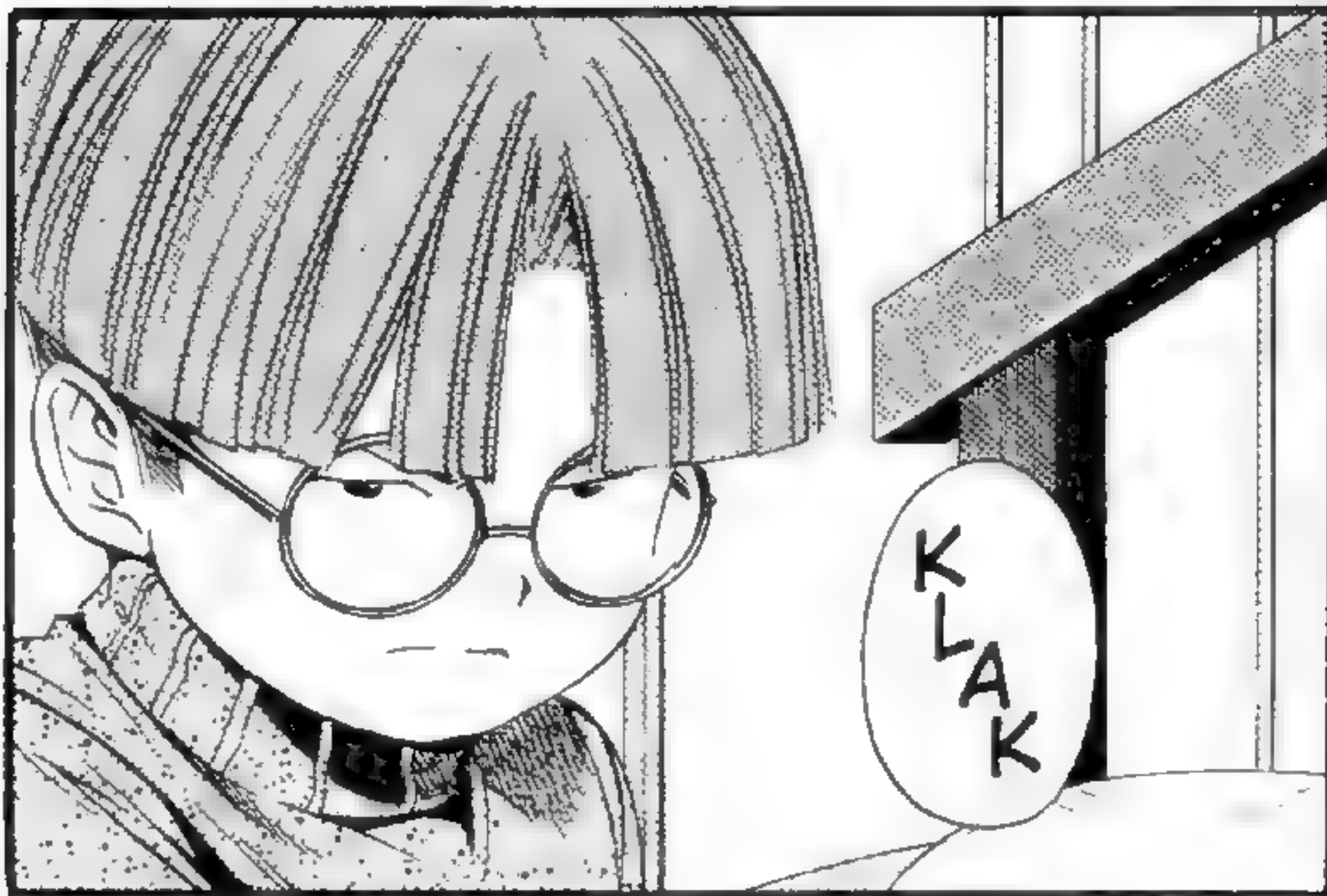


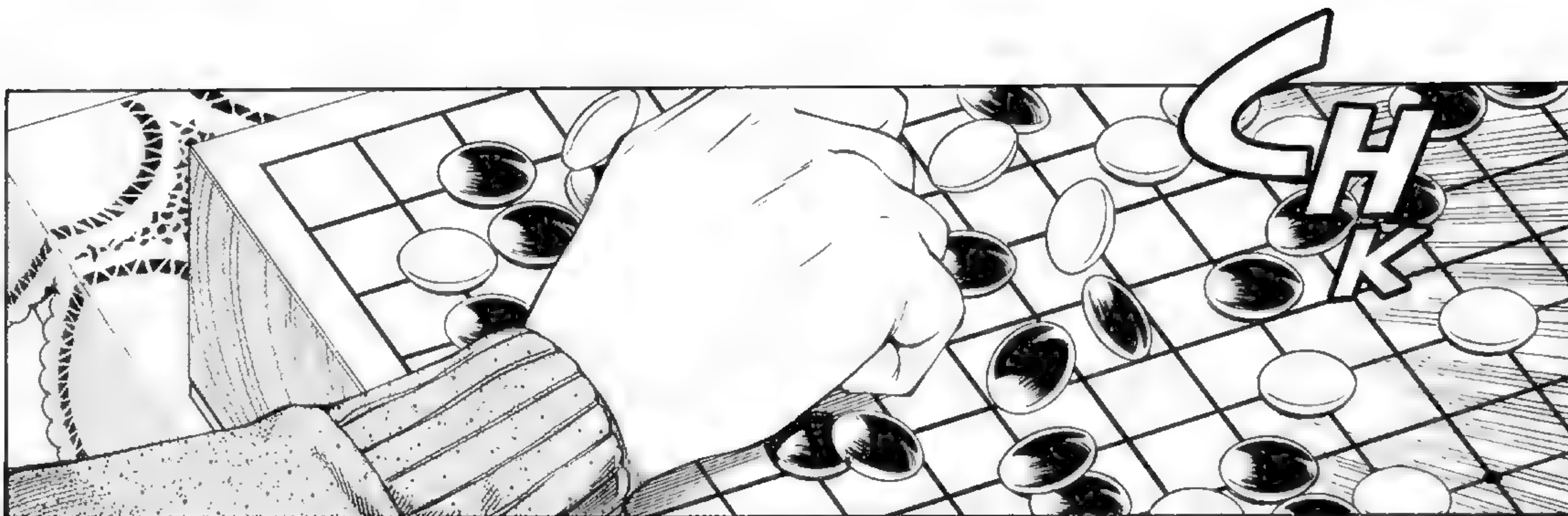












I'M
GOING TO
FIND OUT
ABOUT
HIM.

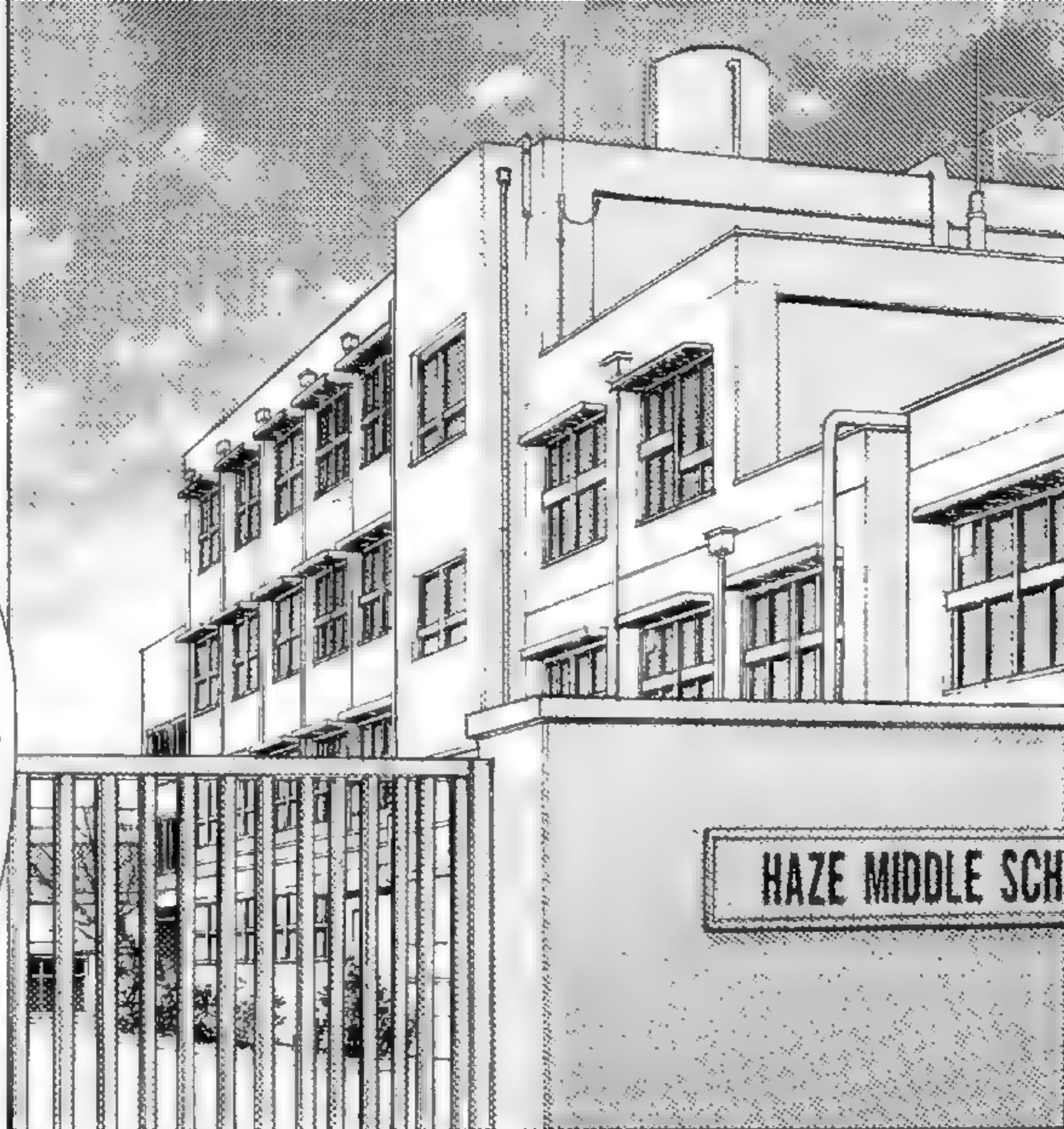
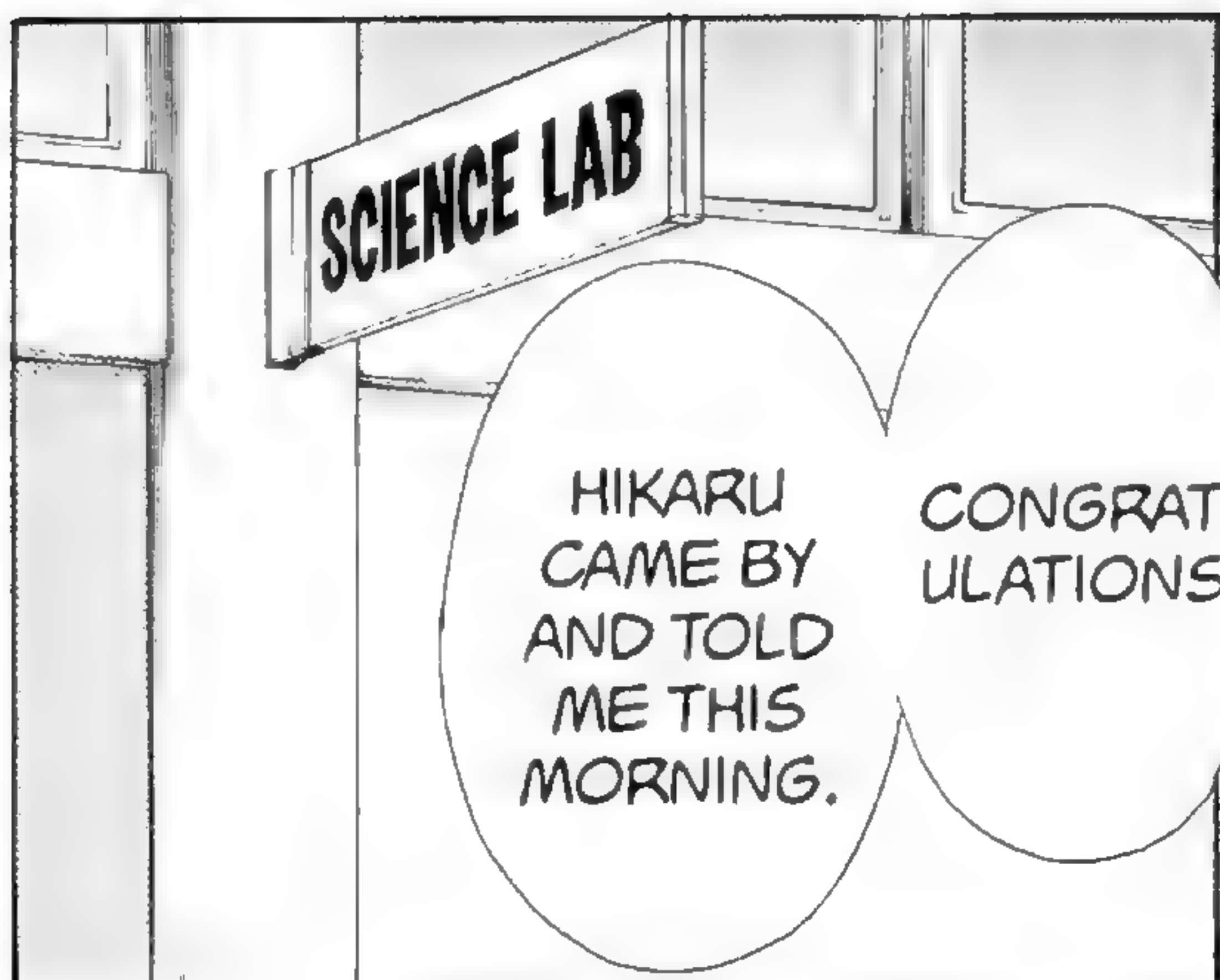
THEN I'LL
GET TO THE
BOTTOM
OF THE
MYSTERY.

COME ON,
SHINDO!
I'M RIGHT
HERE...

I'M GOING
TO SEE
FOR
MYSELF.

...
WAITING
IN THE
WORLD
OF THE
PROS!







I'M JUST WORRIED THIS WILL CAUSE PROBLEMS FOR HIM AT SCHOOL AND WITH HIS FRIENDS.

I DON'T HAVE A CLUE.

WON'T HIKARU BE EARNING MONEY, TOO? CAN I ASK HOW MUCH?



HE'S A YEAR OLDER THAN HIKARU, AND HE WON'T BE GOING ON TO HIGH SCHOOL...*

A BOY NAMED WAYA ALSO MADE IT TO THE PROS.

AND THERE'S ALSO THE MATTER OF HIGH SCHOOL.

*High school isn't compulsory in Japan.



I GUESS OFFICIALLY HE HAS A PROFESSION NOW...

NOT GO TO HIGH SCHOOL... HMM...



THAT'S WHAT I THINK! SHOULD I BE WORRIED ?!

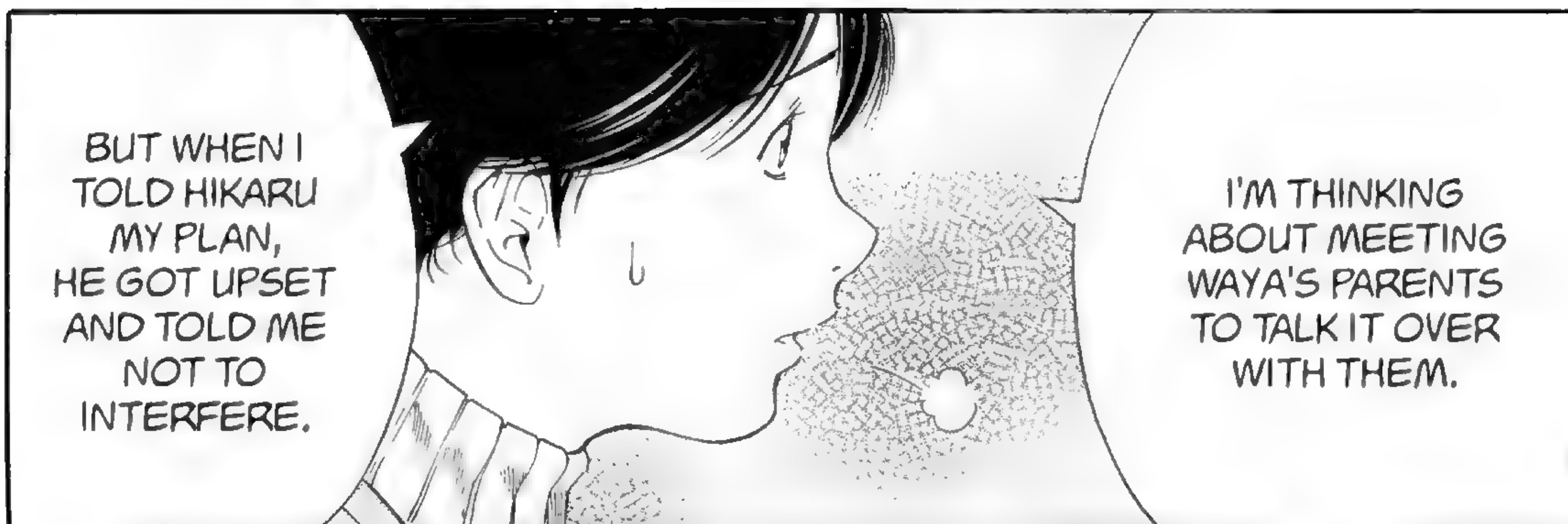
...BUT I HEAR IT'S SOMETHING OF AN ODD ONE.



DOESN'T HIKARU WANT TO GO TO HIGH SCHOOL?

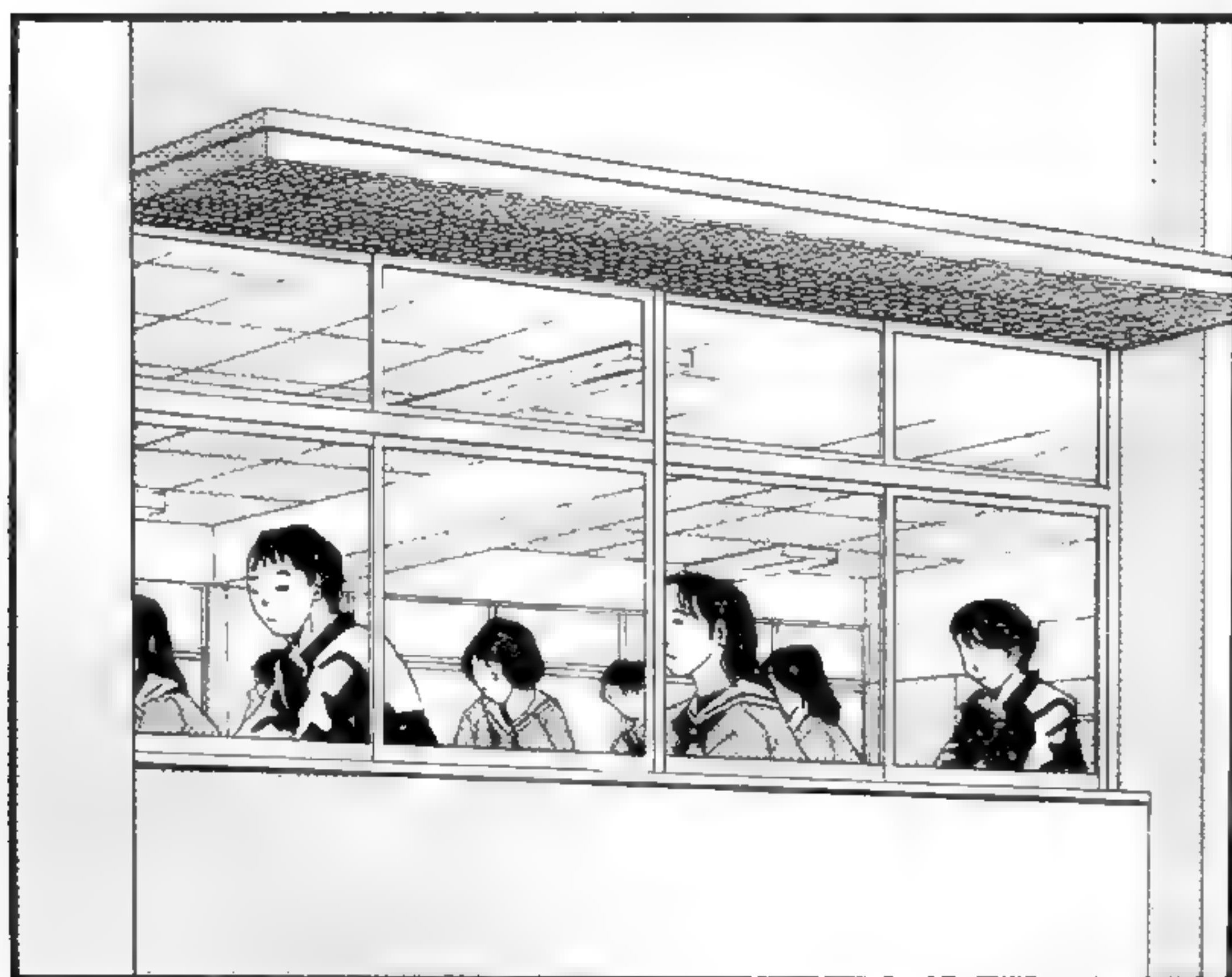
FOR HIM, IT'S STILL A YEAR AWAY.

HE HASN'T SAID ANYTHING ABOUT IT.



BUT WHEN I
TOLD HIKARU
MY PLAN,
HE GOT UPSET
AND TOLD ME
NOT TO
INTERFERE.

I'M THINKING
ABOUT MEETING
WAYA'S PARENTS
TO TALK IT OVER
WITH THEM.



SO I
DIDN'T
TELL HIM
THAT I WAS
COMING
HERE TO
TALK TO
YOU.

I SEE...



THANK YOU,
I'D
APPRECIATE
IT.

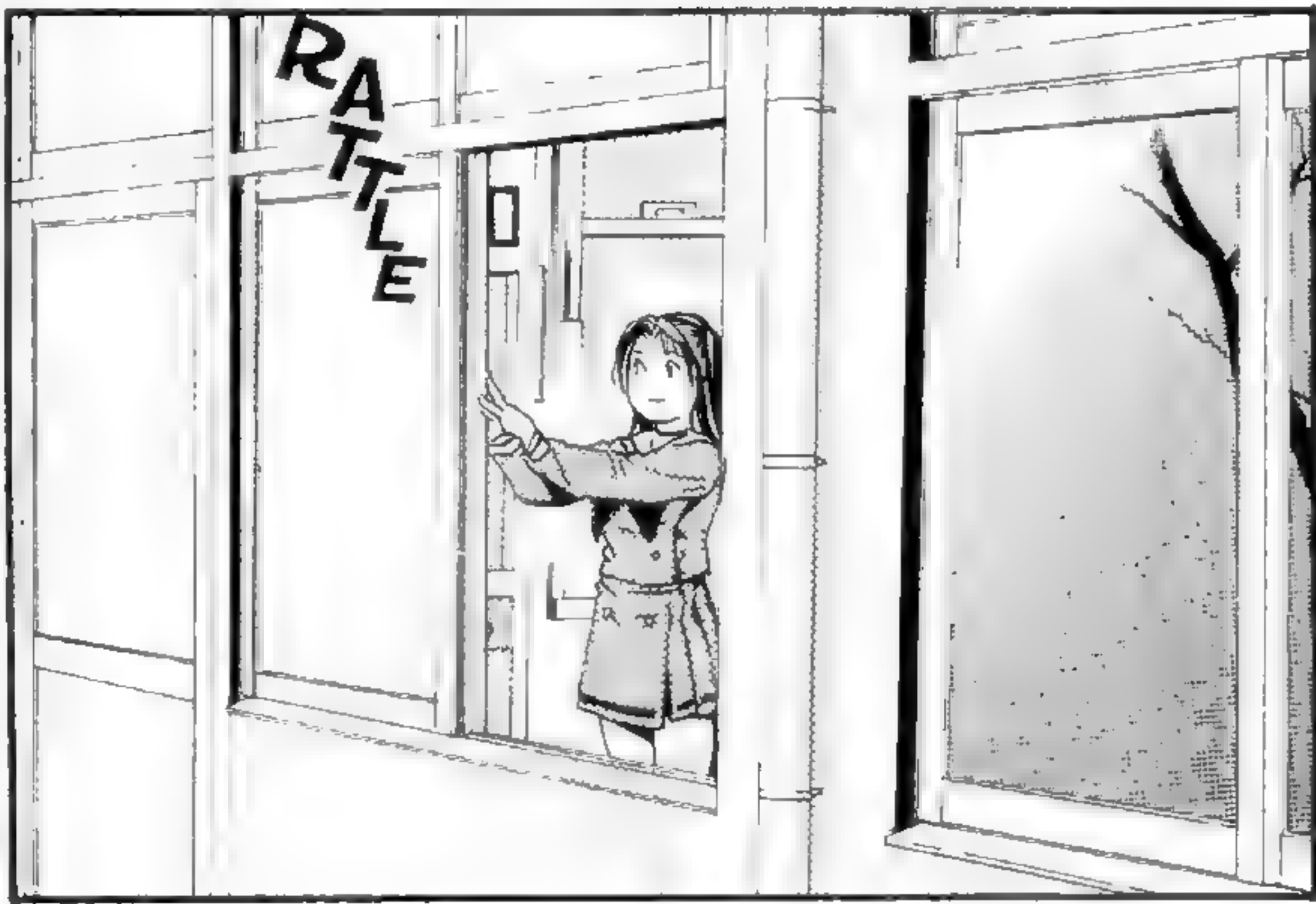


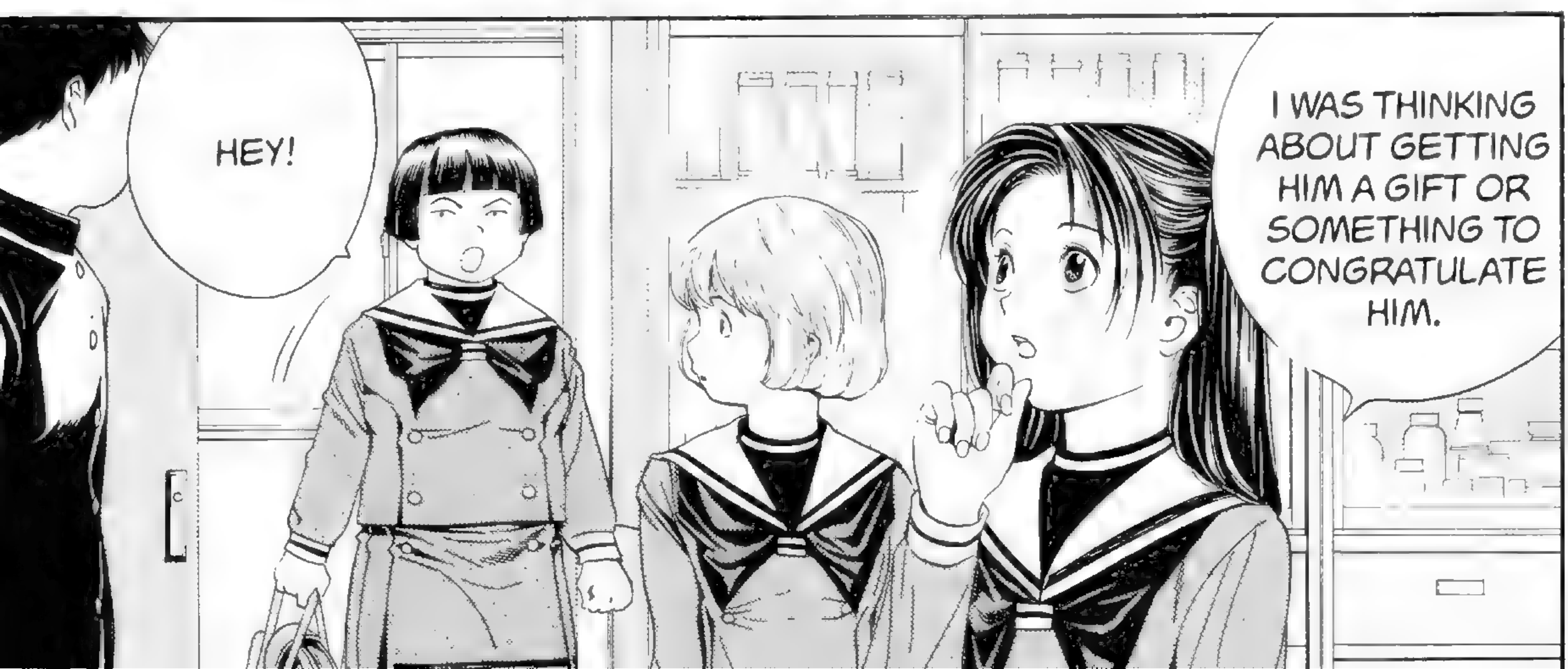
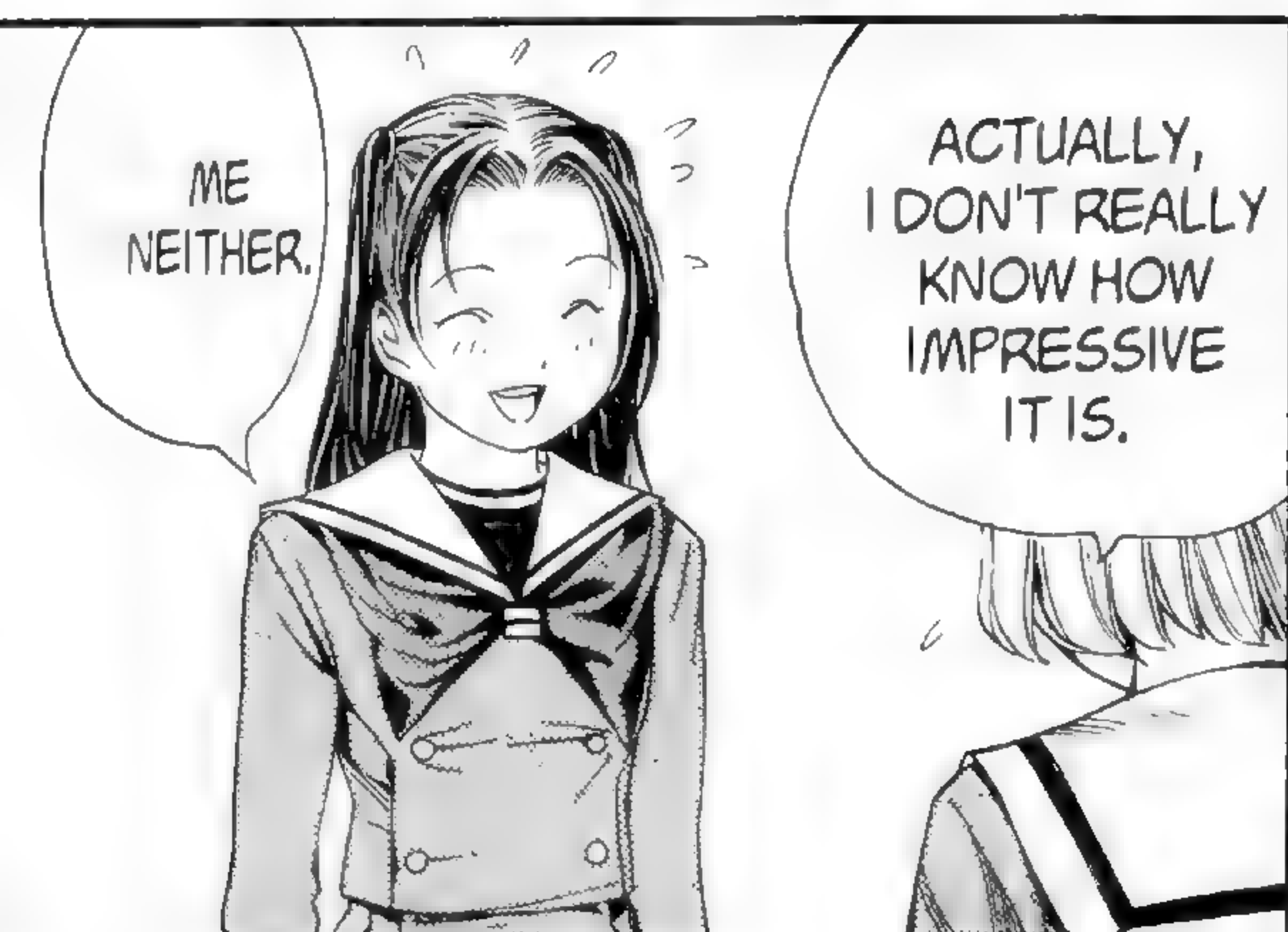
I'LL
CONTACT
YOU IF I
HEAR
ANYTHING
THAT MIGHT
HELP YOU.

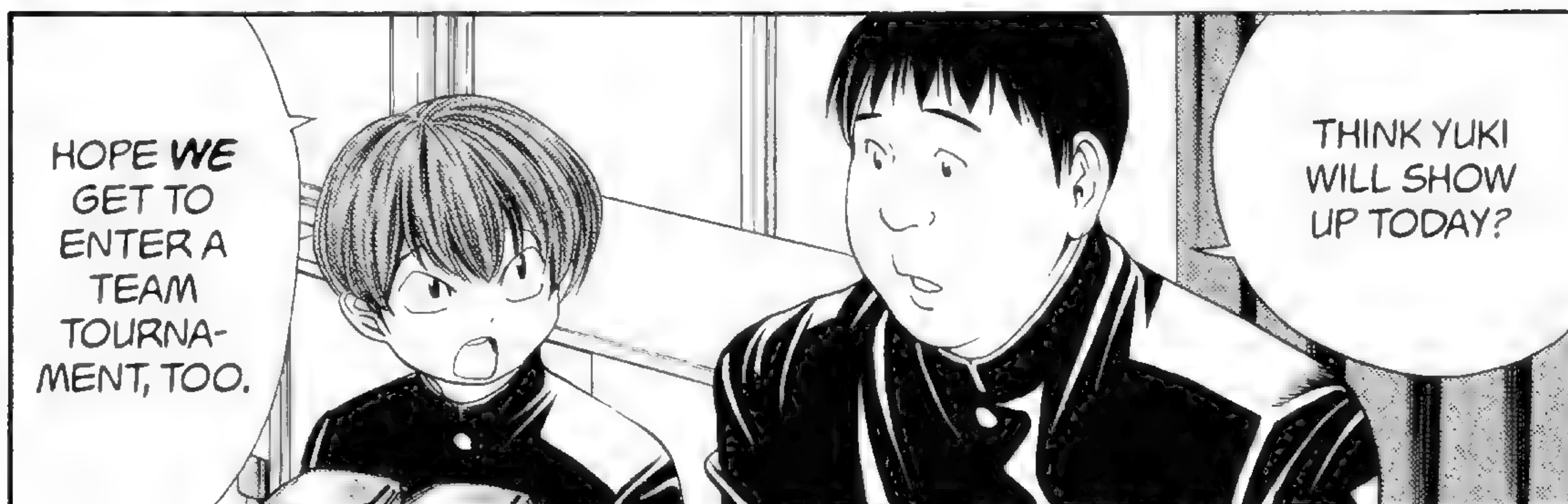
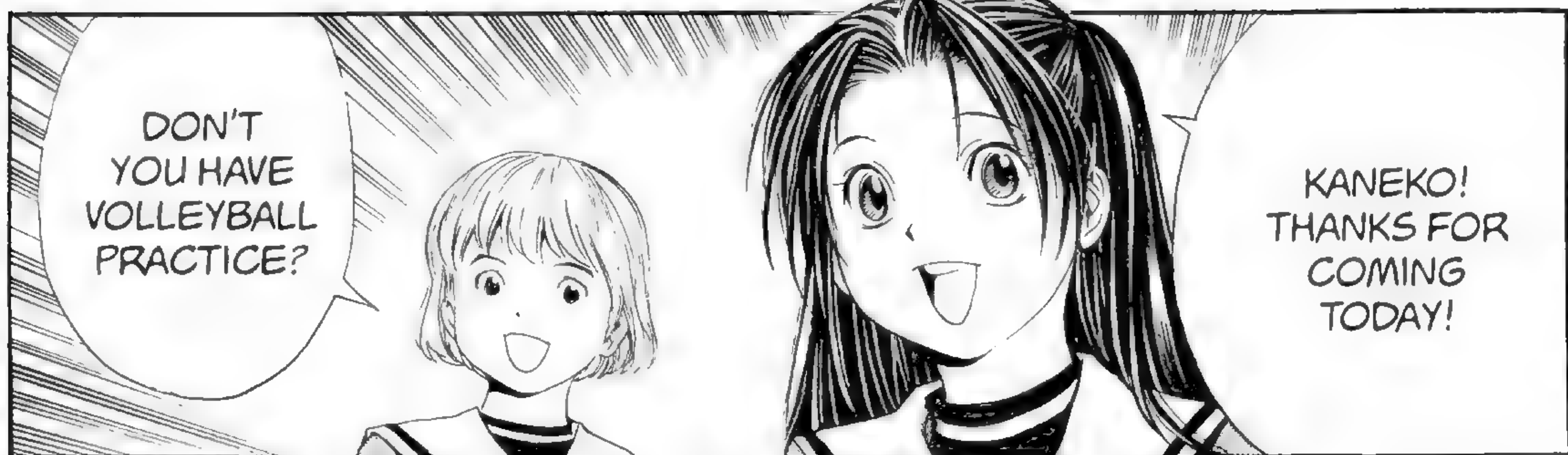
I THINK
HE SAID
HE WOULD
BEGIN IN
THE
SPRING.

BUT HIKARU
WON'T
OFFICIALLY
START AS A
PRO YET,
WILL HE?













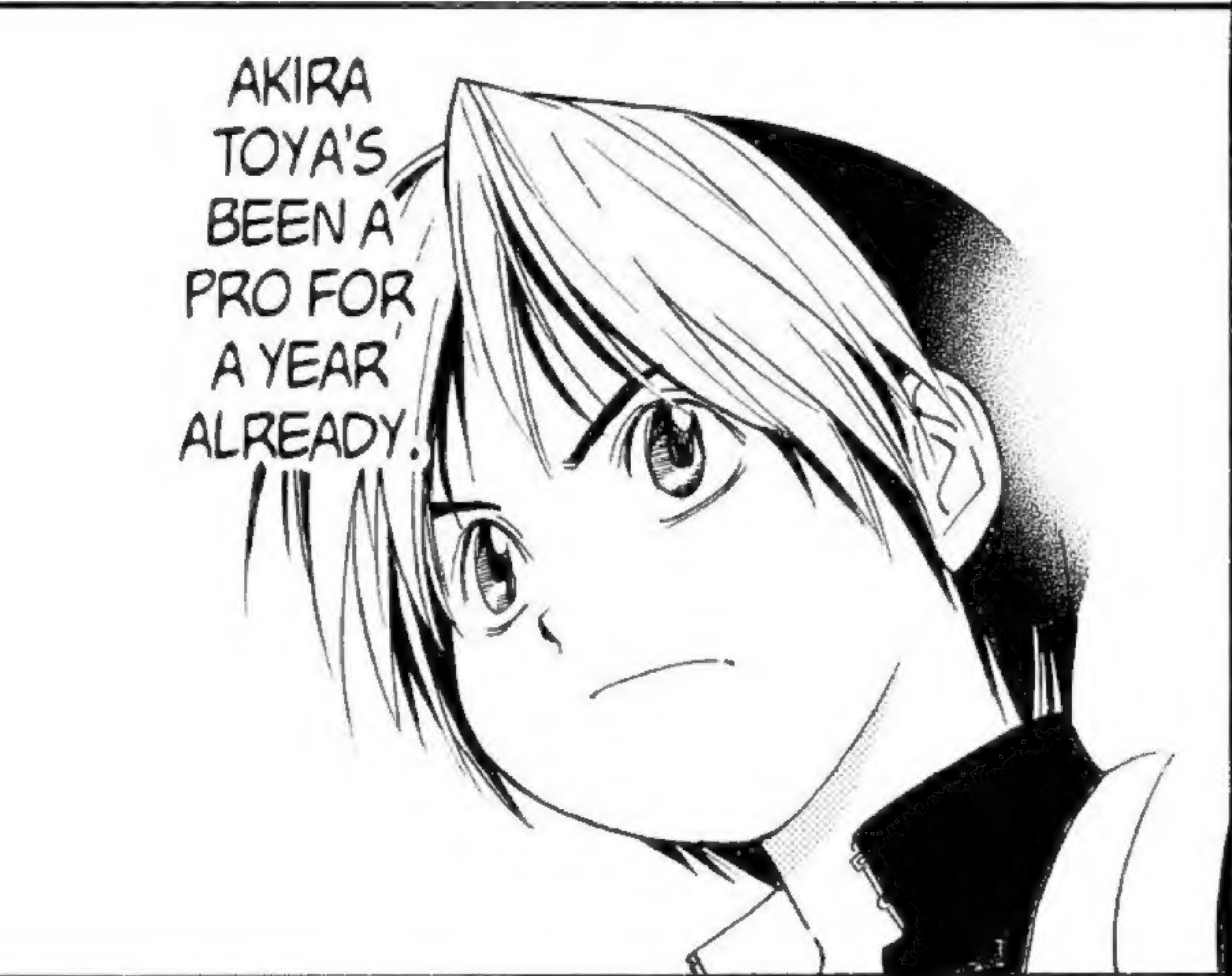


BUT I
FINALLY
MADE IT.



REALLY?

THAT'S
LAME...



AKIRA
TOYA'S
BEEN A
PRO FOR
A YEAR
ALREADY.



HEY...



I'M
RIGHT
BEHIND
YOU!

THAT'S
RIGHT,
TOYA!

BUT NOW I'M
FINALLY IN
THE SAME
WORLD—THE
WORLD OF
THE PROS!

The End of
A Fierce Battle

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